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General notes

- This manual is an HTML document which explains the functions of PIXELA ImageMixer Ver.1.0 for Sony (henceforth, 'ImageMixer'). This manual does not explain the basics of Windows or Macintosh operating systems. Basic operations, such as working with individual windows, are based on general usage of Windows and Macintosh.
- Screenshots may differ slightly depending on each company's bundling of this product.
- Most screenshots currently used in this manual relate to the Windows version. The screenshots for Windows and Macintosh differ slightly. Moreover, images may vary according to monitor specifications.
- Due to the fact that the most recent information related to this software has not been added to the manual, please consult the Read Me file, included on the CD-ROM.

Using this manual

This manual explains all ImageMixer's many functions. Any item can be referenced by clicking the menu (table of contents) displayed on left-hand side of the screen.

- **Blue text** indicates a link. Clicking it will display the relevant item. Once that item has been displayed, the link will appear in **purple text**.
- The end of the page can be referenced by clicking .
- The beginning of the page can be referenced by clicking .
- The preceding page (or preceding item) can be referenced by clicking .
- The following page (or following item) can be referenced by clicking .
- Issues of particular importance are indicated in **red text**. Please read them carefully.

Homepage

The latest information on ImageMixer can be found on our home page:

<http://www.ImageMixer.com/>

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In order for ImageMixer to work correctly, your computer must meet the following minimum system requirements. Please confirm that your computer system meets these requirements before installing ImageMixer.

Windows

OS	<p>Microsoft ® Windows ® 98/Windows ® 98 Second Edition/Windows ® Millennium Edition/Windows ® 2000 Professional/Windows ® XP Home Edition/Windows ® XP Professional (IBM PC/AT compatible)</p> <p>(In Windows ® 98 and Windows ® 98 Second Edition, DV (IEEE1394) capturing is not supported. In Windows ® 98, USB capturing is not supported)</p>
CPU	Intel MMX ® Pentium ® 200MHz or faster. (Pentium ® III 500MHz or faster for capturing a movie via USB or IEEE1394. Pentium ® III 800MHz or faster is recommended.)
Software	DirectX 8.0a or later
Sound	16-bit stereo sound card with stereo speakers
Memory	64MB or more
Hard Disk	Approx. 200MB for program, 1GB or more of free space recommended for work space
Graphics	<p>4MB or more of VRAM, minimum of 800x600 at 16-bit hi-color (65,000 colors); Direct Draw driver compatible</p> <p>ImageMixer will not run correctly in a screen area of less than 800 x 600, or in less than 256 colors.</p>
Other	<p>DirectX must be installed.</p> <p>If the standard Windows fonts are not installed on the system, characters will not be displayed correctly.</p> <p>To install and use this software in Windows ® 2000 you must be authorized as a Power User or Administrator; for Windows ® XP you must be authorized as an Administrator.</p>

Macintosh

OS	Mac OS 8.5.1 or later (Mac OS X is not compatible)
Memory	64MB or more
Hard Disk	Approx. 100MB for program, 1GB or more of free space recommended for work space.
Graphics	Minimum of 800x600 (32,000 colors) ImageMixer will not run correctly in a screen area of less than 800 x 600, or in less than 256 colors.
Other	Pre-installed QuickTime 4 or later. USB or IEEE1394 capturing is not available with Macintosh.



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Installation

■ Windows

1. Insert the ImageMixer CD in the CD drive.

After inserting the CD, the screen below is displayed. If this screen is not displayed, right click the CD icon in My Computer to explore the contents of the CD drive and then double click the 'install.exe' file.



2. Click [PIXELA ImageMixer].

3. Select a language from the list.

If ImageMixer has already been installed, a dialog box will appear prompting you to uninstall the application. If you wish to reinstall ImageMixer, complete the uninstalation process and then reinstall.

4. Continue clicking [NEXT], according to each of the displayed messages.

Installation process begins.

5. When the dialog box reads, 'ImageMixer setup is complete,' click the [Finish] button.

ImageMixer is installed after performing all of the steps above. The same type of process is used to install other applications, such as DirectX 8. **ImageMixer requires DirectX 8 to be installed.**

■ Macintosh

1. Insert the ImageMixer CD.

The Menu screen appears automatically. If the Menu screen does not appear automatically, search for the [Setup Menu] icon by double-clicking the CD icon on the desktop.

2. In the Menu screen, click a desired language icon to begin the installation process.

Click the 'USB Driver' button when you want to install it.



3. Continue by following the instructions.

Uninstalling

■ Windows

1. **From the Start menu, point to settings 'Settings' and open the 'Control Panel.'**
2. **Double-click the [Add/Remove Programs] icon.**
The Add/Remove Programs property dialog box is displayed.
3. **Select ImageMixer from the list of programs and click the [Add/Remove] button.**
4. **Select the language of the currently installed version of ImageMixer and click [OK].**
The uninstall process begins.
5. **When the dialog box says 'uninstall successfully completed,' click the [OK] button.**
In some cases captured files may remain after the uninstall process is completed. To delete all ImageMixer information, delete the Program Files > Pixela > ImageMixer folder.

■ Macintosh

1. **Drag the following folder to the Trash: 'System Folder: Preferences: IM Default Settings , ImageMixerPreferencesFile'.**
2. **Drag the 'ImageMixer' folder from the HDD to the Trash.**



Starting ImageMixer

■ Windows

ImageMixer can be started by clicking on the Start Menu and pointing to Programs>Pixela>ImageMixer>PIXELA ImageMixer Ver.1.0. for Sony

If a shortcut icon for ImageMixer was created at installation, an icon will be displayed on the desktop (see the example at right). Double-clicking this icon will also start ImageMixer.



Additionally, you can refer to this manual by selecting Start>Programs>Pixela>ImageMixer>Help.

■ Macintosh

ImageMixer is started by double-clicking the ImageMixer icon (created during installation) in the ImageMixer folder on the HDD.



PIXELA ImageMixer

ImageMixer startup screen (The Main Selector)

The first window displayed when ImageMixer is started is called the Main Selector.



①	Capture Environment button	Click to begin tasks related to capturing media files.
②	Album Environment button	Click to begin tasks related to albums.
③	Movie Editing Environment button	Click to begin tasks related to editing movie files.
④	Layout Environment button	Click to begin tasks related to graphic layouts.
⑤	Exit button	Click to exit ImageMixer.
⑥	Explanation display	As the mouse pointer is moved over the ① ② ③ ④ or ⑤ button, a short explanation is displayed.

Outline of tasks

Tasks related to capturing media files (Capture Environment)

ImageMixer allows you to select which existing media you want to work with and import files from a memory card, such as one which is inserted in a digital camera connected to your computer. You can also record sound from audio CDs or by using a microphone. Capturing still shots or entire scenes from a digital movie camera is also easy with ImageMixer. You can then use the main screen to confirm these operations by double clicking the appropriate thumbnail and easily add media files to existing albums.

Tasks related to albums (Album Environment)

Albums help you organize media files to be used with ImageMixer. Available tasks include viewing still images and movies, running slide shows, displaying information related to individual files, performing file searches, and sorting files according to specific criteria. Using albums also means that you only need manage those files that serve the purposes you define.

Tasks related to editing movie files (Movie Editing Environment)

ImageMixer is a powerful application when it comes to editing movie files. To create professional quality movies, you can cut scenes, superimpose sound, add transition effects, and make custom tiles appear in specific places in the media stream. Also, since ImageMixer saves movie files in MPEG1 format, there is no degradation of image quality, since unedited portions do not need to be rewritten to disk.

Tasks related to graphic layouts (Layout Environment)

Creating customized labels for video cassettes, floppy disks, and other items is a snap with ImageMixer, as is designing other two-dimensional images. You can also choose from a wide variety of designing tools, such as those related to colors, text manipulation, shapes and textures.

Tasks related to editing still pictures (Image Editor)

Unlike conventional photographs, digital images can be altered in a variety of ways with ImageMixer, including applying masks to certain sections of an image, adding filters, changing background composition, etc.



Selector Bar

The buttons located on this bar control the desired working environment and general actions associated with the current environment.



①	Capture Environment button	Click to begin tasks related to capturing media files .
②	Album Environment button	Click to begin tasks related to albums .
③	Movie Environment button	Click to begin tasks related to editing movie files .
④	Layout Environment button	Click to begin tasks related to graphic layouts .
⑤	Minimize button	Click to minimize the ImageMixer application window and display it in the task bar. (Windows only)
⑥	Help button	Click to bring up this manual and get help using ImageMixer. (Windows only)
⑦	Preferences button	Click to confirm or make changes to settings related to the currently selected mode.
⑧	Exit button	Click to exit ImageMixer.

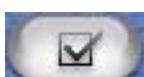
Status Bar

The bottom part of ImageMixer's application window is called the 'Status Bar.' When the mouse pointer is placed over an object, an explanation of its function is displayed in the Status Bar.



Dialog box buttons

Many of the dialog boxes in ImageMixer contain the following buttons.



[OK] or [Yes]



[Cancel]



[NO]

Exiting ImageMixer



Clicking the Exit button on either the [Main Selector](#) or the [Mode Select Bar](#) will close the ImageMixer application.



Basic operations in ImageMixer

■ Selecting an album

Once you select the album you want to work with, its icon turns bright yellow, so you are able to easily distinguish which album is currently active.

■ Selecting thumbnails

Thumbnails may be selected in a variety of ways.

- **Selecting one thumbnail**

Click to select.

- **Selecting a series of thumbnails**

Click the first thumbnail in the series, hold down the 'Shift' key, and then click the last thumbnail of the series.

- **Selecting only individual thumbnails**

In Windows, click the thumbnails of your choice while holding down the 'Ctrl' key. In Macintosh, use the 'Command' key.

- **Selecting all thumbnails currently displayed**

In Windows, hold down the 'Ctrl' key and press 'A.' In Macintosh, hold down the 'Command' key and press 'A.'

■ Selecting objects

Objects in a certain layout may be selected in a variety of ways.

- **Selecting one object**

Click to select.

- **Selecting only individual objects**

In Windows, click the objects of your choice while holding down the 'Ctrl' key. In Macintosh, use the 'Command' key.

- **Selecting all objects in the layout**

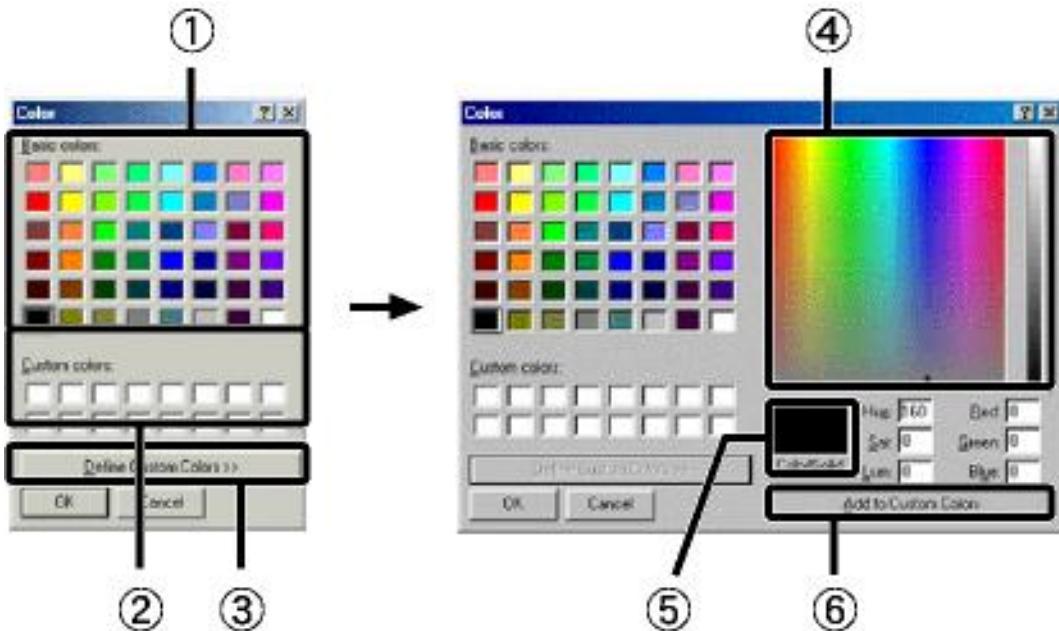
In Windows, hold down the 'Ctrl' key and press 'A.' In Macintosh, hold down the 'Command' key and press 'A.'

- **Canceling object selection**

Click anywhere in the layout there is no object.

■ Selecting a color in Windows (See below for Macintosh.)

When selecting a color, the following dialog boxes are displayed.

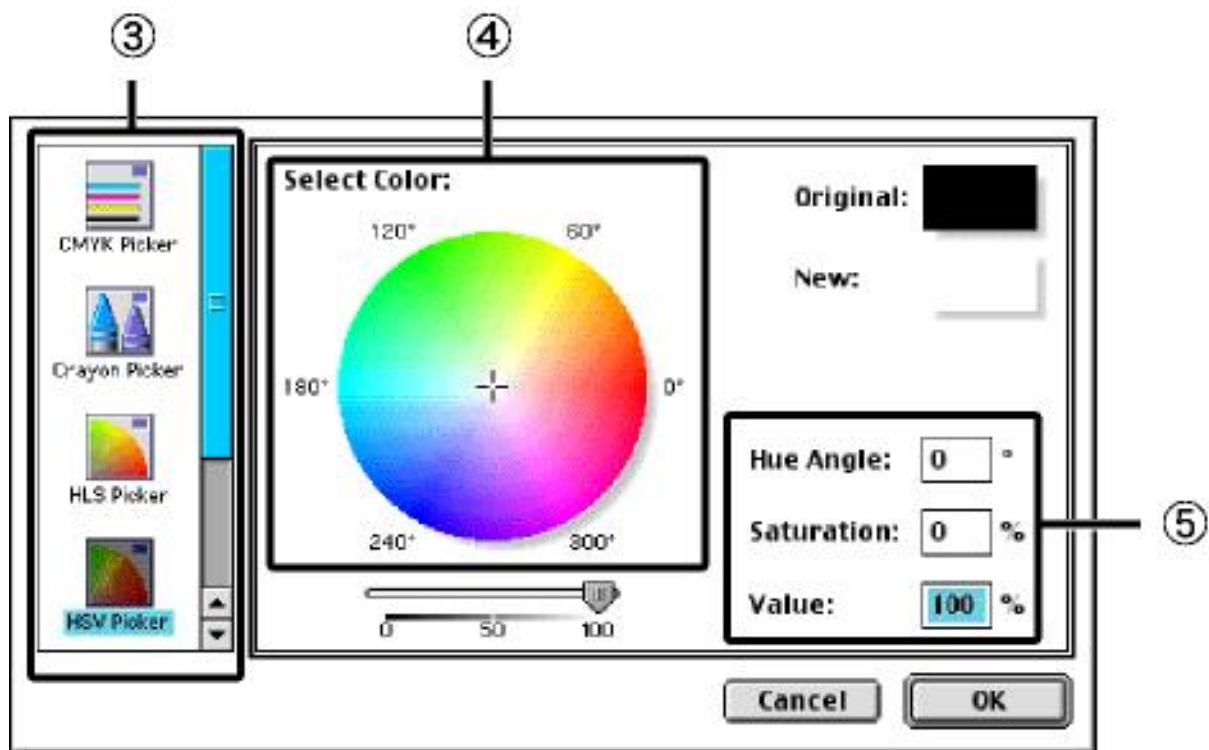


①	Click the color you wish to work with.
②	User-defined colors are displayed in ④. Click the color you wish to work with.
③	Click to display ④ ⑤ and ⑥.
④	A user-defined color can be created by clicking an area in the color spectrum or by inputting digits.
⑤	The color currently specified in ④ ① or ② is displayed here.
⑥	Click this button to add the color currently specified in ④ to ②. Once any color on the basic color palette or the custom color palette has been selected, the selected color will be displayed in ④.

■ Selecting a color in Macintosh

The following color select dialog boxes are displayed by double-clicking ①. A color can be selected in the currently displayed color palette by clicking ②.





(3)	Click the color palette type you wish to work with.
(4)	Click an area in the color spectrum to specify a color.
(5)	Input digits to specify a color.



Basic terms used in ImageMixer

■ IEEE1394

Also called 'I Triple E 1394,' this interface is best known for facilitating very fast data transfer speeds (up to 400Mbps). It is used primarily as an output interface (DV connector) for digital video cameras or hard disk drives. Other names for this interface include i.LINK (in Windows), and FireWire (in Macintosh).

■ MPEG

MPEG stands for Moving Picture Experts Group. MPEG is an international data compression format for digital movies and Hi-Fi audio. MPEG-1 is the approved format for Video CDs, and its brilliant audio/video quality is comparable to that of VHS videotape. MPEG movies are stored as smaller files than DV (digital video) movies of the same length, making it the standard movie format for Internet-related activities. The MPEG-2 format also creates high quality images, but is used primarily for DVDs and Digital Satellite Broadcasting.

■ Exif

Based originally on JPEG and TIFF file types, this format is used for still pictures taken with digital cameras. Exif files contain detailed information (such as the date/time the photo was taken, image size, shutter speed, etc.) on individual pictures.

■ Capture

This refers to activities related to bringing in still pictures and movie files from sources such as disks, cameras connected directly to your computer, and existing media, as would be the case in selecting and saving a single frame from a movie file. Capturing is also a term used in ImageMixer to refer to the recording of sound, from audio CDs or through a microphone, as well as moving images via a video camera connected directly to your computer.

■ Thumbnails

Thumbnails are small graphic representations of files which have been added to a particular album. They are linked not only to the file on your computer, but also to information pertaining to that file, such as name, size, save directory, etc. Windows users might think of a thumbnail as a 'shortcut,' and Mac users may make a relationship to the term 'alias.'



■ **Source files**

Once movies, still pictures and sounds are added to the yellow albums, they become album files. All the information pertaining to album files is linked to their thumbnails.

■ **Album files**

Source files refer to the media stored on your computer. As opposed to album files or thumbnails, they can be considered the 'original' data files.

■ **Trimming**

This task refers to getting rid of unnecessary portions of an object.

■ **Transition**

The point at which one movie scene ends and another one begins is called a transition.

■ **Templates**

Upon installing ImageMixer, you will have a number of pre-designed pictures which you may like to use as backgrounds for your own layouts. These are called templates, and they may be accessed by clicking the [Templates] button.

Templates can neither be changed in size, nor edited.

■ **Custom templates**

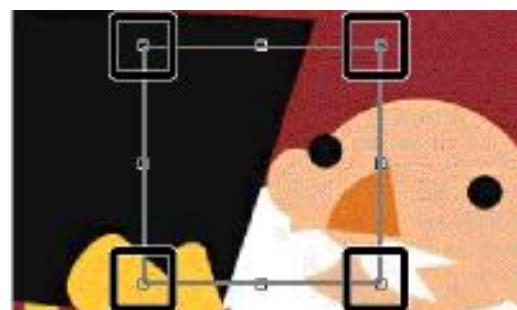
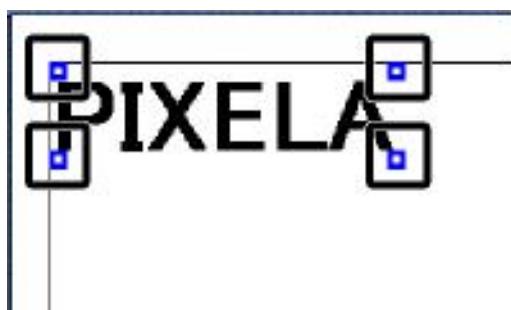
ImageMixer lets you save your own designs for use as backgrounds in future layouts. They may be accessed by clicking the [Custom Templates] button.

■ **Object**

Figures, images, and text arranged in layouts are called objects.

■ **Control point**

Once an object in a particular layout is selected, the four corners surrounding the object are displayed as control points. They can be dragged to change the size the object.



Control points are displayed slightly differently in Windows and Macintosh.

■ **Blocks**

Blocks are the square areas which surround the control points.



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Chapter 2 Capture Environment**Capture Environment****Opening Capture Environment****Capture window****Capture Tasks****Import file mode display****Importing files****Digital Camera Import Mode****Digital camera import****display****Importing files from a digital camera****Audio CD Recording Mode****Control panel****Caution****Recording music files****Troubleshooting****Sound Recording Mode****Control panel****Recording sound files****Recording sound files while previewing movie images****Troubleshooting****USB Device Capture Mode (Win)****Control panel****Connection status****Capturing movie scenes****Capturing still pictures****DV Camcorder Capture Mode (Win)****Control panel****Changing the display size****Connection status****DV cassette indication****Capturing movie scenes****Capturing still picture files****Capturing/Recording Preferences****Chapter 3 Album Environment****Chapter 4 Movie Editing Environment****Chapter 5 Layout Environment****Chapter 6 Image Editor**

ImageMixer allows you to select which existing media you want to work with and import files from a memory card, such as one which is inserted in a digital camera connected to your computer. You can also record sound from audio CDs or by using a microphone. Capturing still shots or entire scenes from a digital movie camera is also easy with ImageMixer. You can then use the main screen to confirm these operations by double clicking the appropriate thumbnail and easily add media files to existing albums.

Opening Capture Environment

1. [Open ImageMixer.](#)

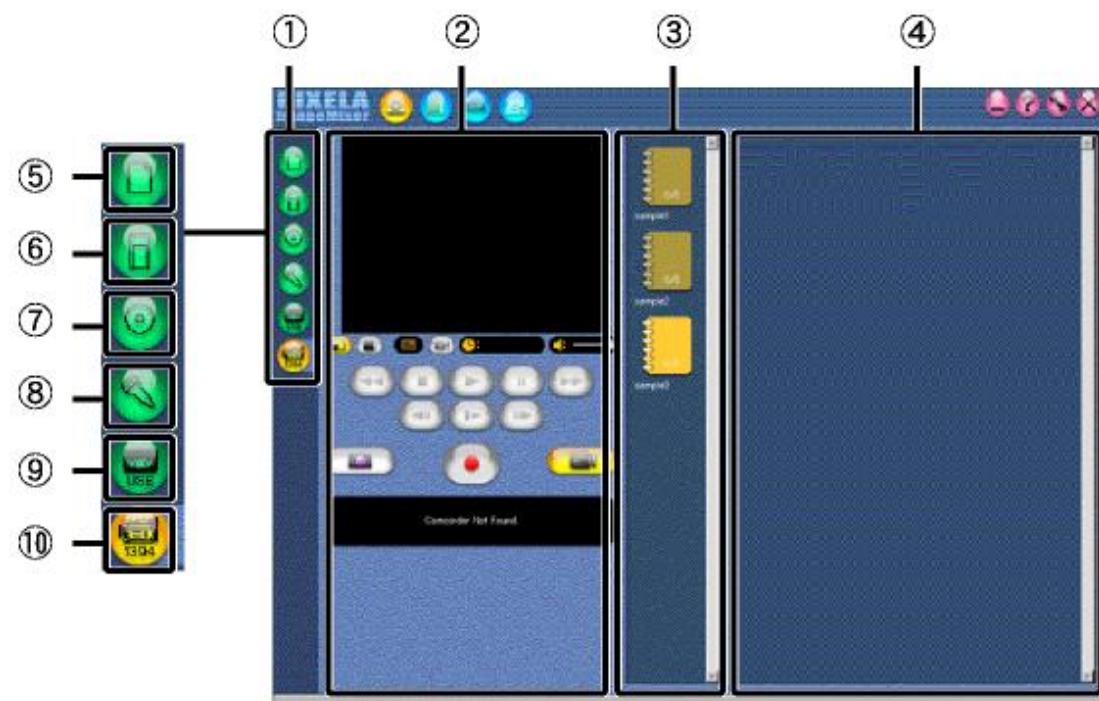


button on the [Main Selector](#).

2. [Click the \[Capture Environment\] Selector.](#)

3. [Click the **Capture Mode Selector** button which corresponds to the task you wish to perform.](#)

The selected mode is displayed.

Capture window

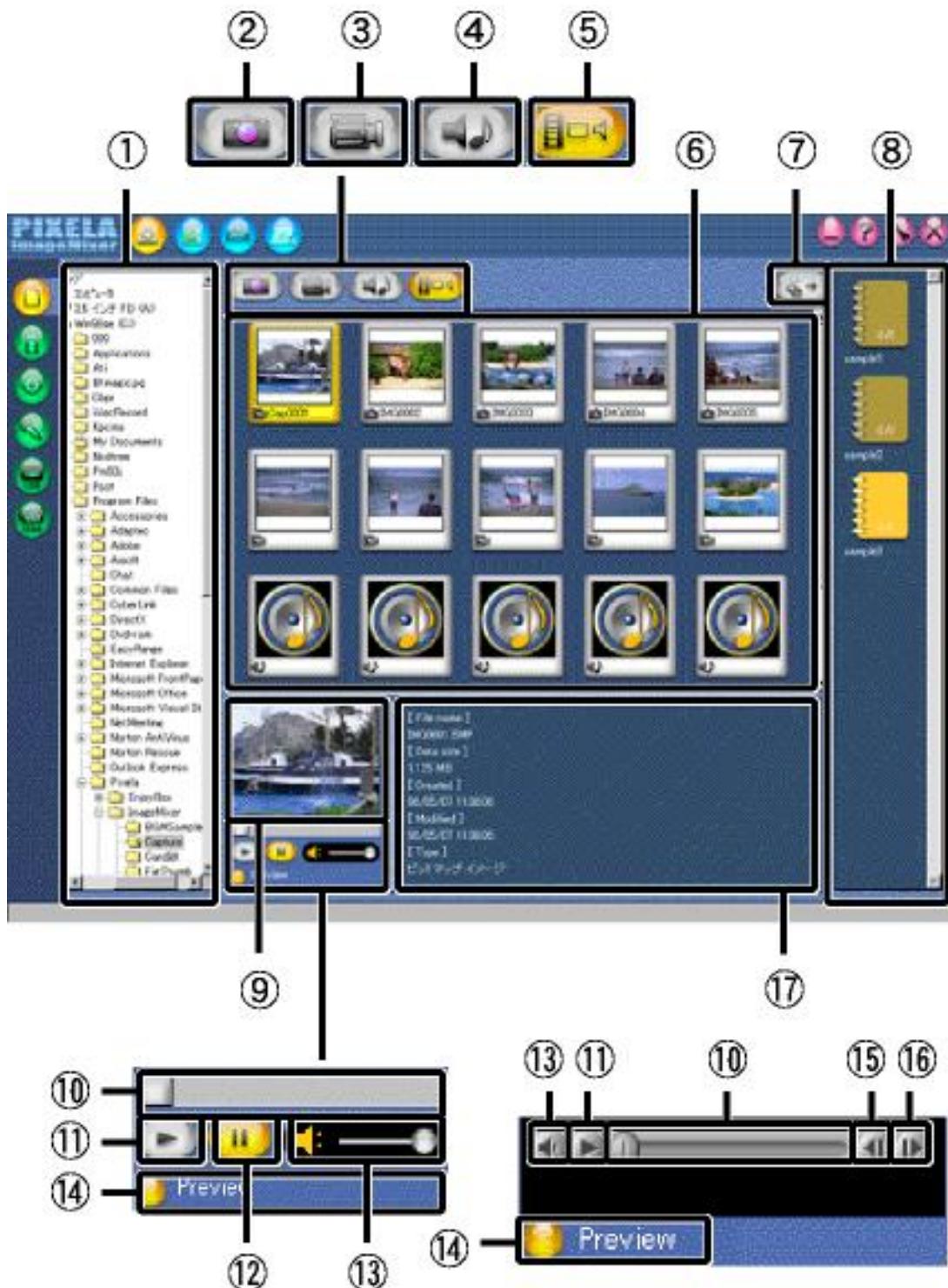
①	Capture mode selector	Click either ⑤ ⑥ ⑦ ⑧ ⑨ or ⑩, depending on the method by which you wish to bring in media.
②	Control panel	This section changes depending on the mode selected.
③	Album list window	Albums are displayed in a list.

④	Thumbnail list window	Depending on the capture mode selected, album file thumbnails are displayed in a list.
⑤	Import File Mode button	Click to start import file mode .
⑥	Digital Camera Import Mode button	Click to start digital camera import mode .
⑦	CD Recording Mode button	Click to start CD recording mode .
⑧	Sound Recording Mode button	Click to start sound recording mode .
⑨	USB Device Capture Mode button	Click to start USB device capture mode . (Windows only)
⑩	DV Camcorder Capture Mode button	Click to start DV camcorder capture mode . (Windows only)



ImageMixer allows you to "drag and drop" media (still pictures, movies, and sound files) straight from disks on your computer into albums of your choice.

Import file mode display



⑩ ⑪ ⑫ ⑬ ⑭ ⑮ and ⑯ are displayed only when the displayed thumbnails are not those related to still pictures.

①	Folder list window	Folders in the HDD and removable disks are displayed here in a format which is similar to that of Explorer in Windows. In Macintosh, this window resembles the Finder.
②	Still Picture File Display button	Click to display only thumbnails of still picture files in the selected folder.
③	Movie File Display button	Click to display only thumbnails of movie files in the selected folder.
④	Sound File Display button	Click to display only thumbnails of sound files in the selected folder.
⑤	Display All Files button	Click to display thumbnails of all media files in the selected folder.
⑥	Thumbnail list window	Here you can see thumbnails of those files in the selected folder that can be added to albums. They appear according to the file type(s) sorted by selecting one of the following buttons: ② ③ ④ or ⑤.
⑦	Capture button	Click to add the selected thumbnail(s) to the album currently selected in the album list window.
⑧	Album list window	Albums are displayed in a list.
⑨	Preview window	Displays a preview of the source file and provides detailed file information. In the case of movie files, the entire movie can be previewed in this window. The preview window is not displayed when a sound file thumbnail is selected.
⑩	Play position slider	A single frame and its position in the movie can be previewed by dragging the slider. This is not displayed when a still picture is selected.
⑪	Play button	Begins playback of the currently selected movie.
⑫	Pause button	Pauses playback.

⑬	Volume control	In Windows, adjust the volume by dragging the slider. In Macintosh, click to display a vertical volume slider. Adjust the volume by dragging the slider up or down.
⑭	Preview ON/OFF button	Switches the preview display on or off.
⑮	Single Frame Rewind button	Rewinds the movie frame by frame. (Macintosh only)
⑯	Single Frame Advance button	Advances the movie frame by frame. (Macintosh only)
⑰	Information Display button	Displays detailed information pertaining to the selected file.



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Importing files

1. Select a disk/volume or folder from the folder list window.

Media files existing in a particular disk/volume or folder displayed in the folder list window can be added to albums. They appear as thumbnails in the thumbnail list window. In Windows, click to open disks or folders and click to close them. In Macintosh, click to open volumes or folders and click to close them.

2. Select an album of your choice from the album list window.

This will be the album into which you will import files.

3. Select a thumbnail from the thumbnail list window.

More than one thumbnail may be selected at a time.



4. Click the [Import] button.

The source file of the thumbnail selected in step 3 is added to the album selected in step 2. At this point, a copy of the source file is created and saved into the directory designated in the [Capturing/Recording Preferences](#).

Files can also be imported by dragging and dropping thumbnails from the thumbnail list window into the desired album. See below.



In Macintosh, it may be impossible to create thumbnails for files which cannot be opened

by QuickTime Player. Also, since Macintosh recognizes files by their contents rather than file extensions, some files may be added as certain file type which is not in accordance with their file extension.

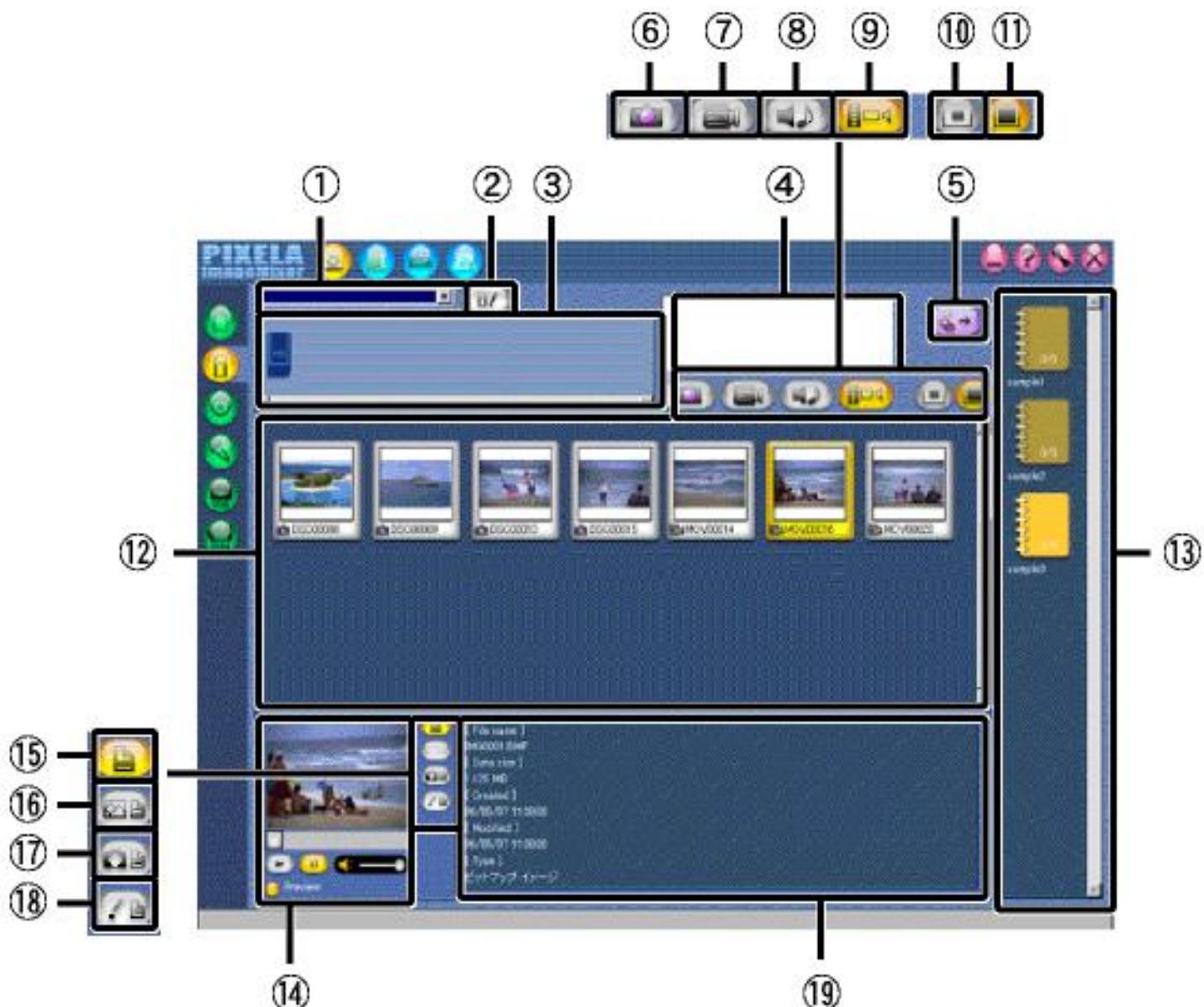


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This mode allows you to [import](#) files from digital cameras and memory card reader devices.

This is possible when a removable disk is mounted.

Digital camera import display



①	Select memory card menu	Digital cameras and memory cards connected directly to the PC are displayed in a list.
②	Refresh button	Click to refresh the reading of data from the source currently selected in ③.
③	Memory card list window	Available memory cards and similarly formatted sources are displayed here.
④	Comment input pane	This pane allows you to add personalized comments which relate directly to individual files, which later may be added to albums.
⑤	Import button	Click to copy the source files of the selected thumbnails to the save location , and add them to the selected album.
⑥	Still Picture Display button	Click to display only thumbnails of still picture files stored on the selected memory card.
⑦	Movie Display button	Click to display only thumbnails of movie files stored on the selected memory card.
⑧	Sound File display button	Click to display only thumbnails of sound files stored on the selected memory card.
⑨	Display All button	Click to display thumbnails of all media stored on the selected memory card.
⑩	Small Thumbnail button	Click to display small thumbnails in the thumbnail list window.
⑪	Large Thumbnail button	Click to display large size thumbnails in the thumbnail list window.
⑫	Thumbnail list window	Here you can see thumbnails of those files stored on the memory card selected in ③ and which can be added to albums. They appear according to the file types sorted by selecting one of the following buttons: ⑥ ⑦ ⑧ or ⑨.
⑬	Album list window	Albums are displayed in a list.
⑭	Preview window	Refer to file capture mode
⑮	Information Display button	Displays information pertaining to the selected file.

⑯	Exif File Information Display button	Displays file information pertaining to the selected <u>Exif</u> file.
⑰	Exif Device Information Display button	Displays <u>Exif</u> camera information pertaining to the selected file.
⑱	Exif Photo Information Display button	Displays photo information pertaining to the selected <u>Exif</u> file.
⑲	Information display panel	Displays file information depending on which of the following buttons is currently active: ⑮ ⑯ ⑰ or ⑱ .



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Importing files from a digital camera

Files from a digital camera memory card or removable disk may be imported as follows:

1. Select a digital camera from the menu.

Memory cards and sources with digital camera memory card formatting are displayed in the memory card list window.

2. Select a source from the memory card list window.

Thumbnails of the files in the selected source are displayed in the thumbnail list window.

3. Select a thumbnail from the thumbnail list window.

4. Comments for individual files may be added in the comment input pane.

5. Select a destination album from the album list window.



6. Click the [Import] button.

The source file of the thumbnail selected in step 3 is added to the album selected in step 5. At this point, a copy of the source file is created and saved into the directory designated in the [Capturing/Recording Preferences](#).

Files can also be imported by dragging and dropping thumbnails from the thumbnail list window into the desired album. See below.



Vertically oriented pictures are usually saved horizontally, though Exif files will contain information to the effect that the picture was taken vertically. ImageMixer creates vertical thumbnails for those files in accordance with the Exif information, even though they may have originally been saved as horizontal images.



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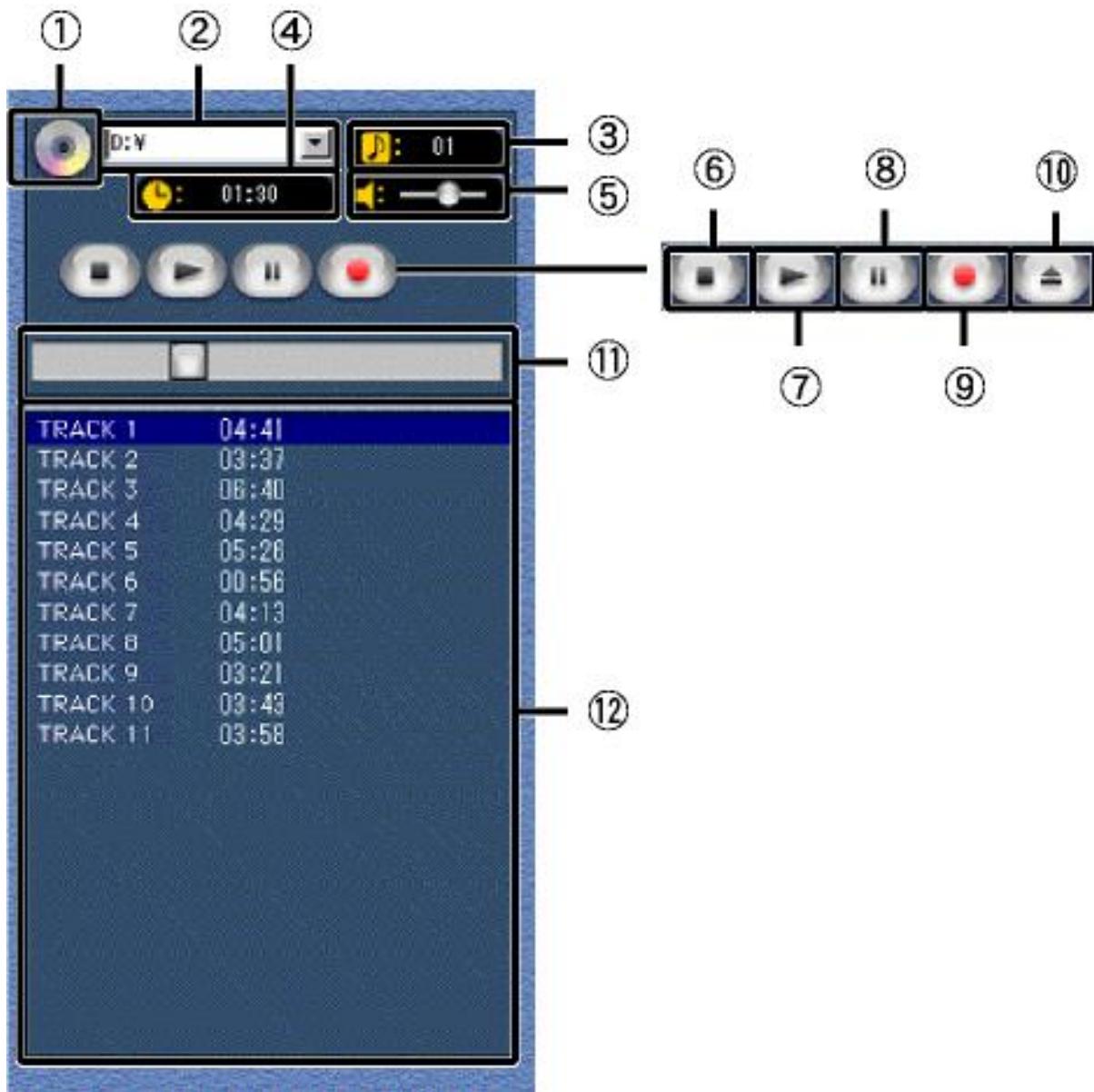
2-4-1 Audio CD Recording Mode



ImageMixer allows you to record CDs straight from your CD-ROM drive. Recorded files can be played or added to a [movie media stream](#).

Control panel

Audio CDs can be played or recorded using the control panel shown below.



①	Audio CD mount indicator	In Macintosh, this is displayed when an audio CD is inserted into the CD drive. In Windows, this appears regardless of whether or not an audio CD is present.
②	Select CD drive menu	A list of available CD drives is displayed. Select the CD drive you wish to record from. (Windows only) If 'Enable digital recording' is checked in the <u>Capturing/Recording Preferences</u>, the CD drive is displayed according to its drive name. If the setting above has not been made, the CD drive will appear according to its path.
③	Track number display	The number of the current track is displayed.
④	Time display	Displays the accumulated time of the track being played.
⑤	Volume control	Adjust the volume by dragging the slider.
⑥	Stop button	Click to stop playback.
⑦	Play button	Click to start playback.
⑧	Pause button	Click to pause playback.
⑨	Record button	Click to record. While recording, this button functions as a stop button.
⑩	Eject button	Eject the audio CD from the CD drive. (Macintosh only)
⑪	Play position slider	The play position for beginning playback may be selected by dragging the slider.
⑫	Track list pane	The track list pertaining to the currently present audio CD is displayed here. In Windows the total time of each track is also displayed.



Caution

Please take note of the following points before recording an audio CD.

■ Analog recording (Windows only)

- CDs mounted on an external drive can not be recorded.
- The output from the CD drive must be streamed through a sound card (meaning that the CD audio output jacks are connected to the CD input jacks on the sound card). Sound quality may be of a slightly lower quality than the original CD.
- When another sound recording application (wave form audio device, etc.) is running, it is impossible to record with ImageMixer.
- Having more than one CD player open may cause problems, such as the track list not being displayed. ImageMixer itself may also experience problems. Close other CD players before recording with ImageMixer.
- To avoid any possibility that ImageMixer is unable to record in Windows, go to Control Panel>System>Device Manager Tab>CD-ROM and select the brand name of the CD-ROM device installed on your computer. From there, click the Properties button, and finally the Properties tab. On this screen, make sure that there is no check next to "Enable digital CD audio for this CD-ROM device."

■ Digital recording

- If digital recording from the CD drive is not possible, try analog recording.

■ Macintosh supports only digital recording

■ Recording in Macintosh

When another player is running, recording may not be possible. If [Auto Play] is selected in the QuickTime settings, playback will begin shortly after an audio CD is inserted. ImageMixer functions, such as Play and Record, are not available at this time. Change the settings of the relevant software to disable the automatic play option.

In Windows, the recording mode can be changed via the [Capturing/Recording Preferences](#).



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Recording music files

Follow these steps to record music from an audio CD.

The size of recorded sound files is approximately 10MB per minute of CD audio.

1. Insert the music CD in the CD drive.

If the CD plays automatically, stop playback and close the audio software.

2. Select an album.

Designate an album from the album list window into which to save the recorded sound files.

3. In Windows, select the CD drive from the select CD drive menu.

4. Select a track from the track list window.

5. If you wish to record only one portion of a track, cue up the track according to the instructions below.

To record an entire track, go directly to the next step.



6. Click the [Play] button. Click the [Pause] button at the point you wish to begin recording.

(Tracks may also be played by double-clicking the track number in the track list window.) You may also choose to drag the slider to the desired record position.



7. Click the [Record] button.

ImageMixer will begin recording and stop at the end of the track.

To record another track, repeat the process. To stop recording, and thereby record only a portion of the track, see below.



8. Click the [Stop] button at the point you wish to stop recording.

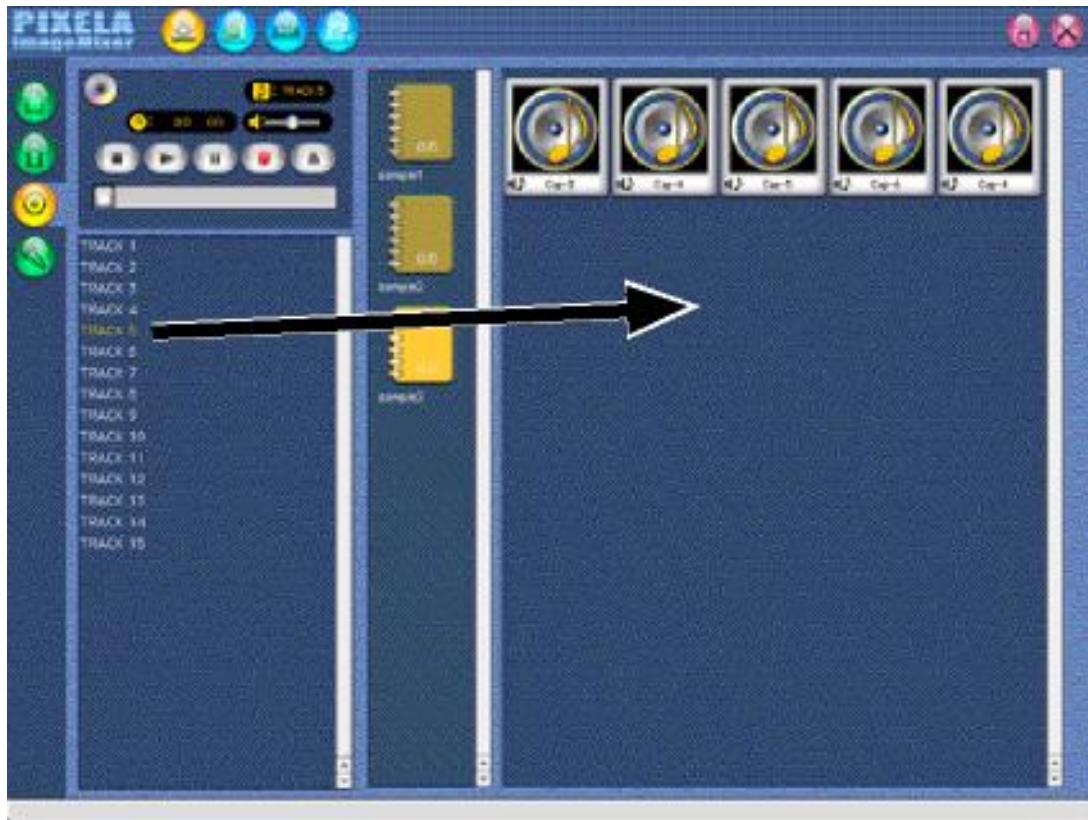
This step is necessary only if you wish to record a portion of the track.

The audio format of digitally recorded files is PCM, the sampling rate is 44.1KHz, and the bit rate is 16bit stereo. In Windows, the file type of recorded files is WAVE. In Mac, AIFF files are created. Files are saved in the [save location](#) designated in the

Capturing/Recording Preferences, but are, of course, added directly to the album selected in step 2. To confirm successful recording of sound files, double-click their thumbnail icon in the thumbnail list window.

Macintosh

Files are recorded is by dragging & dropping the track number from the track list window to the thumbnail list window. Tracks are recorded individually.



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Troubleshooting

■ **Unable to record sound files (analog recording in Windows).** ([See section 2-4-2](#))

There may be a problem with a driver. There may also be a problem with the connection between the CD drive and the sound card. If you expect this to be the case, contact the relevant manufacturer.

■ **Track list not displayed.**

Confirm that the correct CD drive is selected (Windows only), that the CD currently in the drive is an audio CD, and that the CD drive is functioning properly.

■ **Sound files were created, but cannot be played.**

Check the speaker power and volume.

Note that the ImageMixer volume control works independently of the volume control on the speakers.



In Windows, right click the speaker icon on the task bar and select 'Open Volume Controls.' If 'CD Audio' is muted or if the volume is too low, adjust accordingly and record again.

In Macintosh, open [Apple] menu>[Control Panels]>[Sound], to set the recording sound level.

The method for adjusting the volume may be different depending on your computer's configurations, in which case we recommend that you consult the manufacturer's technical support center.

■ **Recorded analog sound files contain noise and jump.**

Check to see whether the volume level is too high.

Refer to '[Sound files were created, but cannot be played](#)' above.

Also note that we do not recommend that you perform other tasks on your computer while recording is taking place.

■ **Recorded analog sound files jump. (analog recording)**

Your computer hardware may be close to the minimum specifications required to run ImageMixer. Close all other applications before starting ImageMixer and try again. (When the CPU and HDD are not being used to run programs other than ImageMixer, system resources should not become depleted.)

■ **Sound is not recorded from the starting point (sound begins late).**
Although recording commences when the [Record] button is clicked, sound is not always recorded from this point. This is because there may be a time lag before play begins. It is therefore recommended that you set the point at which to begin recording slightly before the point from which you wish to record. Unnecessary portions can be cut in the [Movie Editing Environment](#).

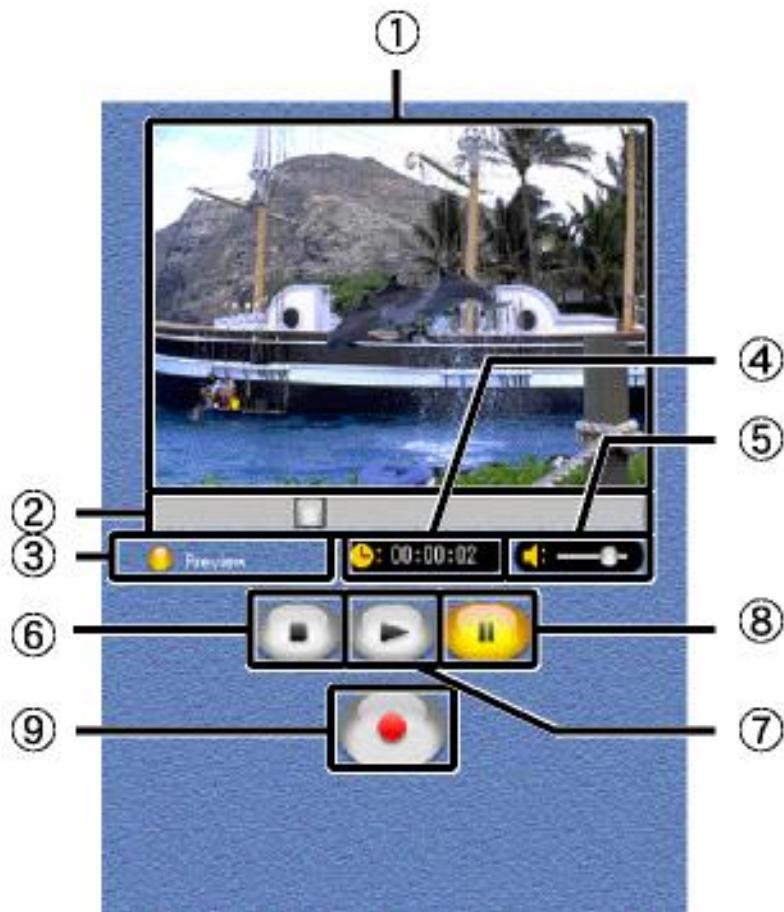


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ImageMixer enables you to record sounds using a microphone or other sound output devices (such as a TV, cassette tape player, etc.) connected to an audio input jack on your computer. Sound effects and narration can be recorded, and then added to movies you create yourself with the ImageMixer software.

Control panel

From the control panel, you can record sounds using a microphone or other sound output device connected to an audio input on your computer. You can also use the control panel (shown below) to playback recorded sounds.



①

Preview window

Displays a preview of the selected thumbnail.

②	Playback position slider	The position at which you wish to begin playback can be selected by dragging the slider.
③	Preview ON/OFF button	Switches the preview display on or off.
④	Time display	Displays the accumulated time of the currently playing movie or sound file.
⑤	Volume control	Adjust volume by dragging the slider.
⑥	Stop button	Click to stop playback.
⑦	Play button	Click to start playback.
⑧	Pause button	Click to pause playback.
⑨	Record button	Click to record. During recording, this button functions as a stop button.



Recording sound files

Follow these steps to record music from a microphone or other sound output device, such as a TV, cassette tape player, etc. The size of recorded sound files is approximately 10MB per minute of CD audio.

1. **Connect the microphone or other sound output device to the appropriate input jack on your computer.**
2. **Select an album.**
Select the album from the album list window into which you wish to save the recorded sound files.
3. **Click the [Record]  button.**
4. **Click the [Stop]  button at the point at which you wish to stop recording.**

The audio format of digitally recorded files is PCM, the sampling rate is 44.1KHz, and the bit rate is 16bit stereo. In Windows, the file type of recorded files is WAVE. In Mac, AIFF files are created. Files are saved in the [save location](#) designated in the Capturing/Recording Preferences, but are, of course, added directly to the album selected in step 2. To confirm successful recording of sound files, double-click their thumbnail icon in the thumbnail list window.

Recording sound files while previewing movie images

Recording sound with a microphone or other sound output device can be performed while previewing a movie to which the sound will later be added. This is useful in synchronizing narration or background music to specific scenes of a movie. The files can then be added to movies you create yourself with the ImageMixer software.

- 1. Connect the microphone or other sound output device to the appropriate input jack on your computer.**
- 2. Select the thumbnail of the file to which the sound will later be added.**

If necessary, change the currently selected album in the album list window.

- 3. Confirm that the [Preview On/Off] button is active (colored bright yellow).**

A preview of the file selected in step 2 will be displayed.

- 4. Confirm the "off" position of the volume control.**

To prevent the original sound of the movie from interfering with the sound you are about to record, make sure that the volume control slider indicates the lowest volume possible, effectively turning it off.

- 5. Select an album.**

Select the album from the album list window into which you wish to save the recorded sound files.

- 6. Cue up the movie playback by clicking the [Play]  button or by dragging the play position slider to the point at which you later plan to add sound.**



- 7. Click the [Record]  button.**

The movie will play and recording will start.



- 8. Click the [Stop]  button at the point you wish to stop recording.**

The audio format of digitally recorded files is PCM, the sampling rate is 44.1KHz, and the bit rate is 16bit stereo. In Windows, the file type of recorded files is WAVE. In Mac, AIFF files are created. Files are saved in the [Save location](#) designated in the

Capturing/Recording Preferences, but are, of course, added directly to the album selected in step 2. To confirm successful recording of sound files, double-click their thumbnail icon in the thumbnail list window.

Troubleshooting

■ Sound files were created, but cannot be played.

Check the speaker power and volume.

Note that the ImageMixer volume control works independently of the volume control on the speakers.



In Windows, right click the speaker icon on the task bar and select 'Open Volume Controls.' If 'Line In' is muted or if the volume is too low, adjust accordingly and record again.

In Macintosh, open [Apple] menu>[Control Panels]>[Sound], to set the recording sound level.

The method for adjusting the volume may be different depending on your computer's configurations, in which case we recommend that you consult the manufacturer's technical support center.

■ Recorded analog sound files contain noise and jump.

Confirm that the CD recording volume is suitable.

Refer to '[Sound files were created, but cannot be played](#)' above.

Also note that we do not recommend that you perform other tasks on your computer while recording is taking place.

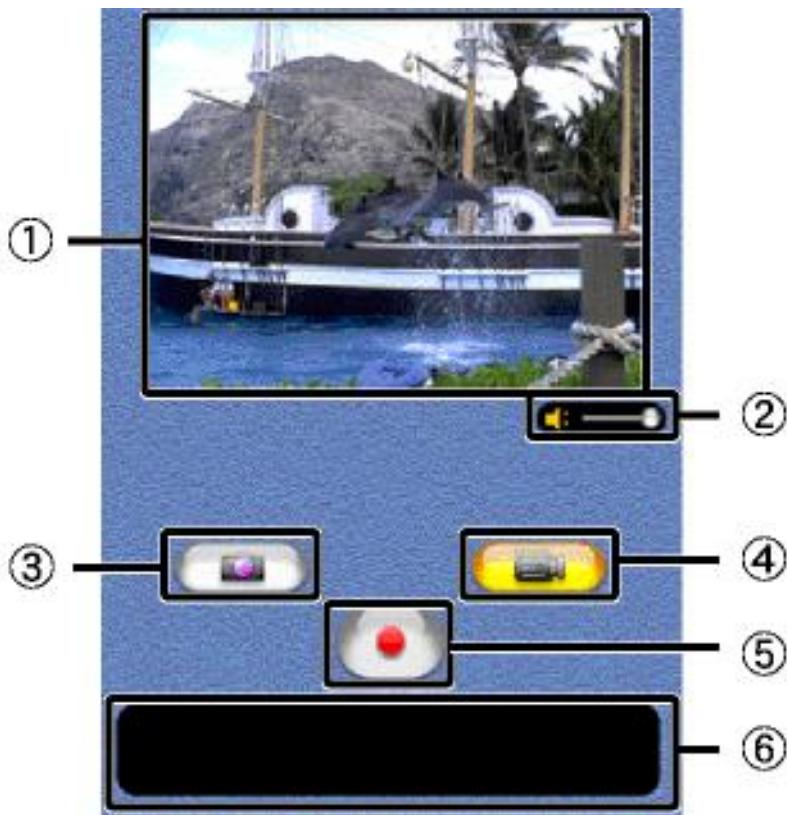
■ Recorded analog sound files jump.

Your computer hardware may be close to the minimum specifications required to run ImageMixer. Close all other applications before starting ImageMixer and try again. (When the CPU and HDD are not being used to run programs other than ImageMixer, system resources should not become depleted.)

■ Due to the possibility of noise, etc., we do not recommend recording sounds with internal microphones.

ImageMixer enables you to capture still pictures or movie scenes directly from devices connected to your computer's USB port, such as a digital camera.

Control panel



①	Monitor window	Displays images from the USB-connected device.
②	Volume control	Adjust volume by dragging the slider.
③	Still Picture Capture button	Click to enable the capturing of still pictures.
④	Motion Picture Capture button	Click to enable the capturing of movie scenes.

⑤	Capture button	<p>Click to capture either a still picture or a movie scene.</p> <p>The function of this button depends on whether ③ or ④ is currently active. Note that this button functions as the STOP button during movie scene capturing.</p>
⑥	Information display panel	<p>Indicates current operation and connection status of the device.</p>

Connection status

Connect the USB interface of the device (such as a digital video camera) to the USB port on the computer. Set the device to display images through the USB connection. Consult the instruction manual that came with your equipment for details on transferring images from your particular device.

■ If the connection between the PC and the device is working properly:
 A blue monitor window is displayed. Depending on your selected task, the message in the information display panel will read 'There is ... of free space in the destination directory,' (for capturing movie scenes) or 'Ready to capture still picture.'

■ If there is a problem with the connection between the PC and the device:

A black monitor window will be displayed. When the device is not ready to play or is not connected to the PC correctly, the message on the information display panel will read 'Connection with the peripheral is invalid. Please confirm the connection between your PC and the peripheral.'



Capturing movie scenes

Follow these steps to capture (record) a movie file from a USB-connected device.

1. Select an album.

Designate an album from the album list window into which to save the captured movie file.



2. Click the [Movie Scene Capture] button.

Capturing a movie scene is now possible.

3. Adjust sound volume if necessary.

This setting does not effect the original sound level of the captured movie scene.

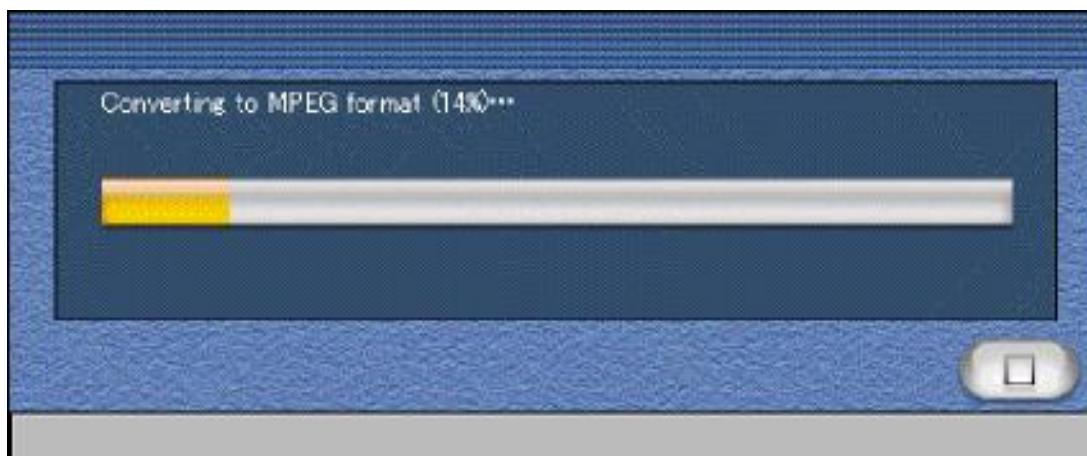


4. Click the [Capture] button at the desired point to begin capturing.



5. Click the [Stop] button at the point you wish to end the capture.

If the 'Capture as MPEG1' box is checked in the [Capturing/Recording Preferences](#), the status box below will be shown. After the capture is complete, the movie file will be automatically added to the album designated in step 1.



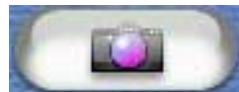
To view the newly captured file, double-click its thumbnail to open the [view window](#). This function cannot be used while capturing is in progress.

Capturing still pictures

Follow these steps to capture a still picture from a USB-connected device.

1. Select an album.

Designate an album from the album list window into which to save the captured picture file.



2. Click the [Still Picture Capture] button.

Capturing a still picture is now possible.



3. Click the [Capture] button.

After the capture is completed, the file will be automatically added to the album designated in step 1. To view the captured file, double-click its thumbnail to open the [view window](#). This function cannot be used while capturing is in progress.

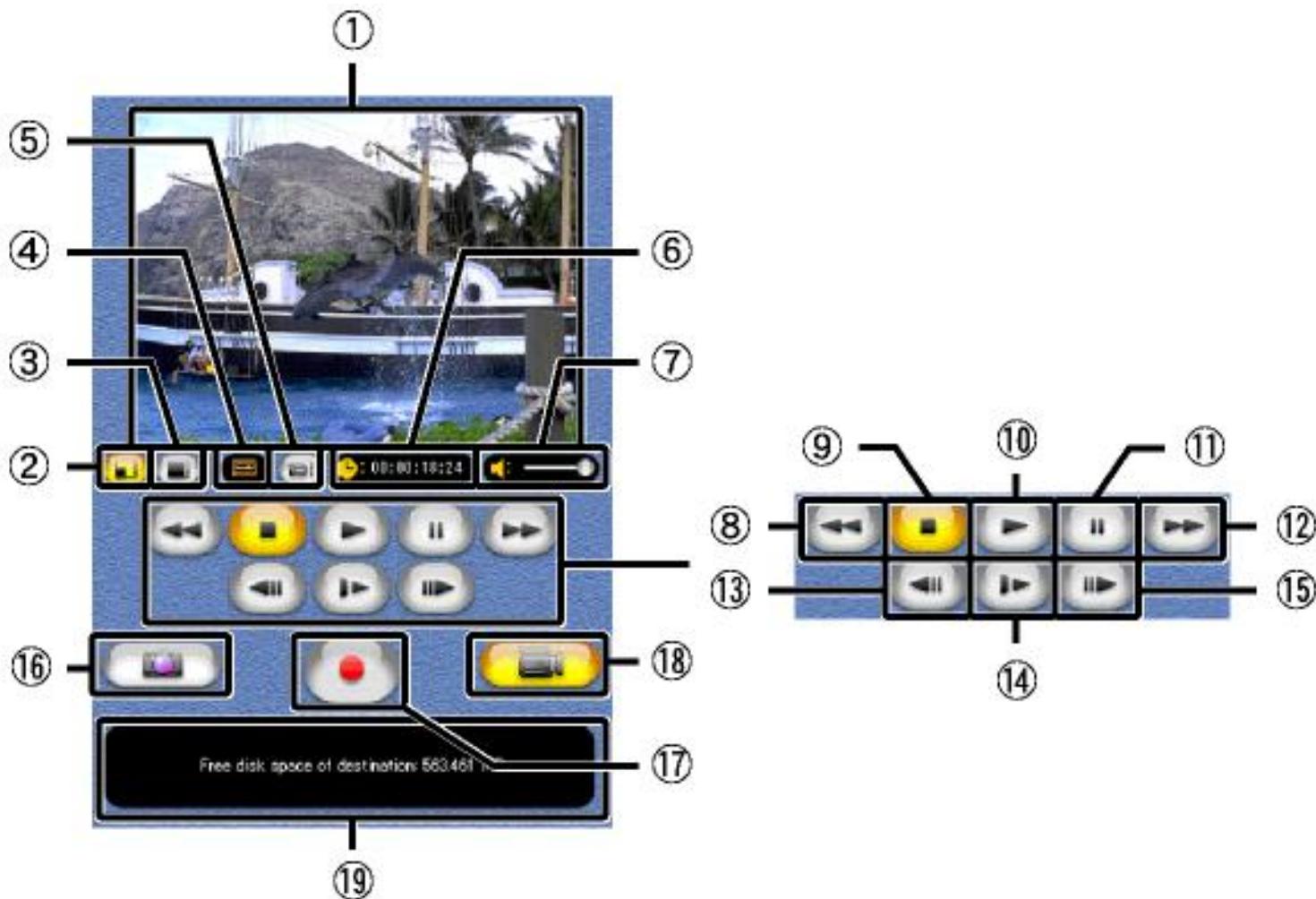


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ImageMixer enables you to capture both still pictures and movie scenes a digital video cameras connected to the IEEE1394 port of your computer.

Control panel

From the control panel, you can play or record media from a digital video camera connected to your PC.



①

Monitor window

Displays the movie directly from the digital video camera.

②	Small Monitor button	Click to display the movie in the small monitor window.
③	Large Monitor button	Click to display the movie in a large monitor window.
④	Cassette indicator	This icon becomes active (glows) when a DV cassette is present in the digital video camera.
⑤	Refresh connection button	Click to refresh the connection between the PC and the digital video camera.
⑥	Time display	Displays the current play time according to the counter on the video camera.
⑦	Volume control	Adjust the volume by dragging the slider.
⑧	Rewind button	Clicking this button will rewind the DV cassette inside the video camera, as if you pushed the rewind button on the device itself.
⑨	Stop button	Click to stop playback.
⑩	Play button	Click to start playback.
⑪	Pause button	Click to pause playback.
⑫	Fast Forward button	Clicking this button will fast forward the DV cassette inside the video camera, as if you pushed the fast forward button on the device itself.
⑬	Single Frame Rewind button	When the movie is paused, this button moves the movie backward one frame at a time.
⑭	Single Frame Play button	Plays the movie frame-by-frame (slow motion).
⑮	Single Frame Advance button	When the movie is paused, this button moves the movie forward one frame at a time.
⑯	Still Picture Capture button	Click to enable the capturing of still pictures.
⑰	Capture button	Click to capture either a still picture or a movie scene. The function of this button depends on whether ③ or ④ is currently active. Note that this button functions as the STOP button during movie scene capturing.
⑱	Movie Scene Capture button	Click to enable the capturing of movie scenes.

⑯

Information display panel

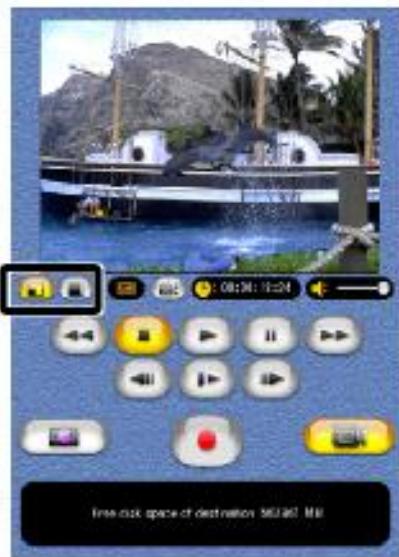
Indicates current operation and connection status of the device.



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Changing the display size

When capturing files from a digital video camera (DV camcorder), there are two monitor sizes from which to choose: ① small monitor and ② large monitor. Click the [small monitor]  button or the [large monitor]  button to change the monitor size.



①



②

Connection status

Connect your digital video camera to the IEEE1394 port on your PC and set it to play mode. That is, your device should be set in the mode you would normally use to view scenes already recorded on the tape inside the machine.

■ **If the connection between the PC and the device is working properly:**

A blue monitor window is displayed. Depending on your selected task, the message in the information display panel will read 'There is ... of free space in the destination directory,' (for capturing movie scenes) or 'Ready to capture still picture.'

■ **If there is a problem with the connection between the PC and the device:**

A black monitor window will be displayed. If the digital video camera is not properly connected to the PC, or is not set to play mode, or if a DV cassette isn't present in the machine, the message on the information display panel will say "Camcorder Not Found."

If there seems to a problem with the connection between the PC & the digital video camera, try clicking the [refresh connection]  button.

DV cassette indication

When a DV cassette is present in the digital video camera, this icon  becomes active (glows). When a cassette is not present, the icon is inactive  (appears gray).



Capturing movie scenes

Follow the steps below to capture movie scenes.

1. Select an album.

Designate an album from the album list window into which to save the captured movie file.



2. Click the [Movie Scene Capture] button.

Capturing a movie scene is now possible.



3. Click the [Play] button to start the movie in the monitor window.

You can also fast forward, rewind, pause, etc., to find the point at which you plan to begin recording.

4. Adjust sound volume if necessary.

This setting does not effect the original sound level of the captured movie scene.

To prevent frame jumping on low-spec machines, it may be impossible to hear sound. In such cases, the volume should be adjusted during playback.

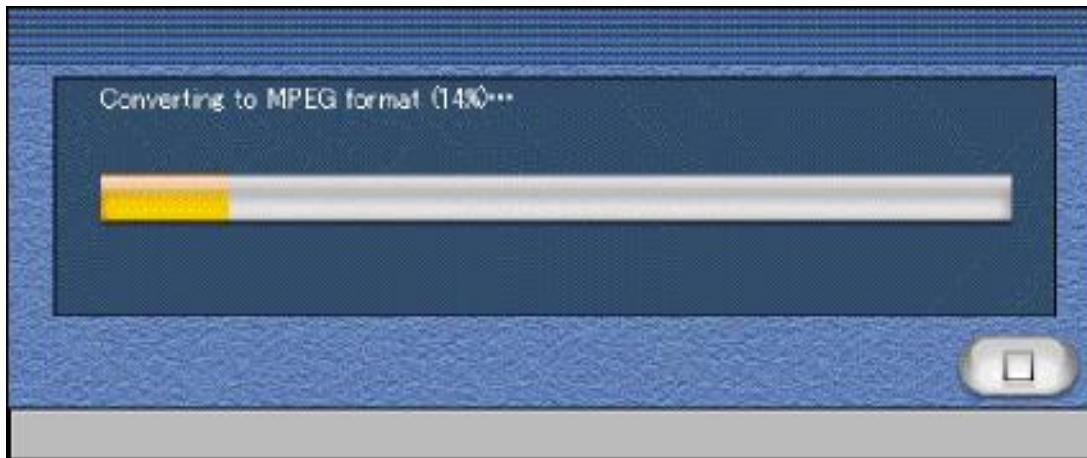


5. Click the [Capture] button at the desired point to begin capturing.



6. Click the [Stop] button at the point you wish to end the capture.

If the 'Capture as MPEG1' box is checked in the [Capturing/Recording Preferences](#), the status box below will be shown. After the capture is complete, the movie file will be automatically added to the album designated in step 1.



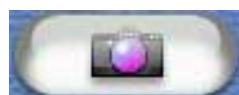
To view the newly captured file, double click its thumbnail to open the [view window](#). This function cannot be used while capturing is in progress.

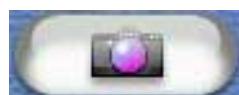
Capturing still picture files

You can capture a still picture by following the steps below.

1. Select an album.

Designate an album from the album list window into which to save the captured picture file.



2. Click the [Still Picture Capture]  button.

Capturing a still picture is now possible.



3. Click the [Play]  button to start the movie in the monitor window.

You can also fast forward, rewind, pause, etc., to find the point at which you plan to begin recording.



4. Click the [Capture]  button.

After the capture is completed, the file will be automatically added to the album designated in step 1. To look at the captured file, double-click its thumbnail to open the [view window](#). This function cannot be used while capturing is in progress.

Open the capturing/recording environment.

Displaying preferences window

1. [**Open ImageMixer.**](#)

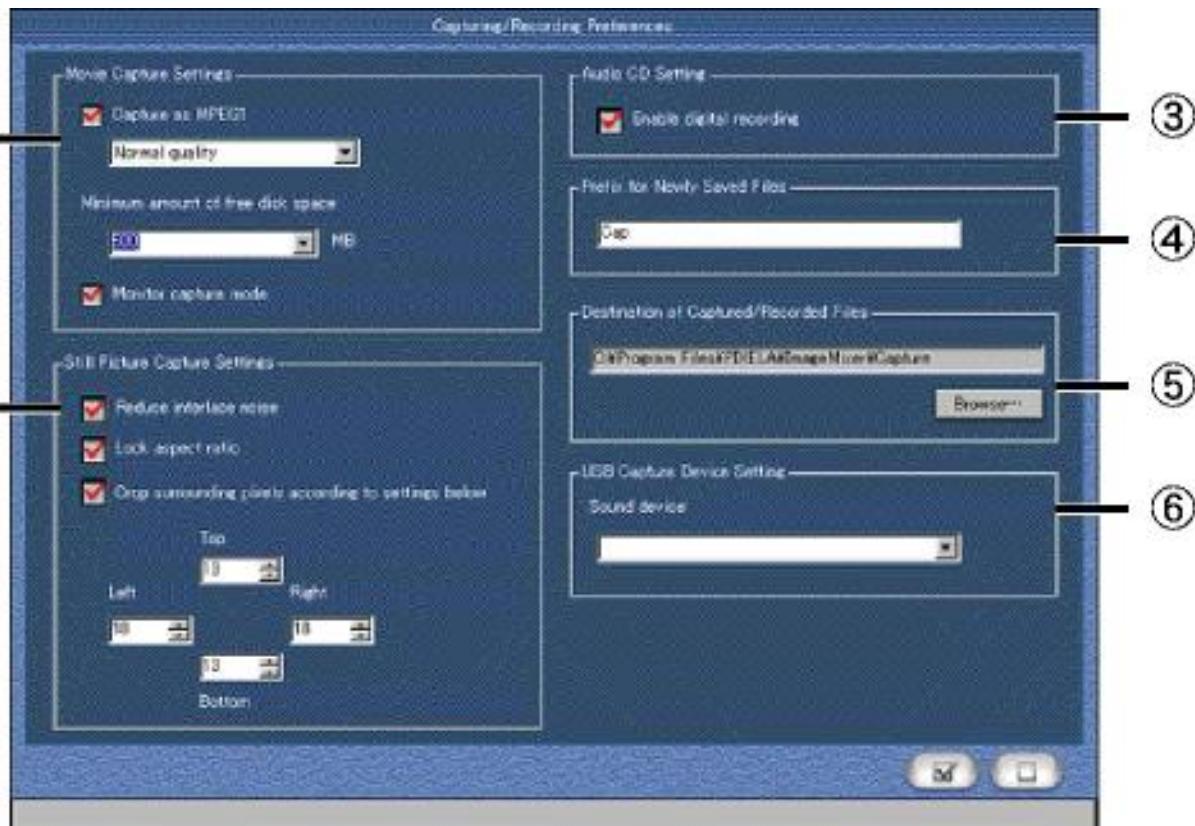


2. **Click the [Capture Environment]  button on the [**Main Selector**](#) or [**Selector Bar**](#).**



3. **Click the [Preferences]  button.**

Preferences window



This function is only Windows except **④ ⑤ ⑥**

① Movie capture settings

Here you can set preferences related to the [USB device capture mode](#) or the [DV camcorder capture mode](#), both of which are used to capture movie scenes and save them on your computer.

- **Capture as MPEG1**

The default format for movie files created with PIXELA ImageMixer is MPEG1. However, if you wish to save movie files in AVI format, uncheck this box.

- **Minimum amount of free disk space**

If you capture and save long movies or a large number of smaller movies to your hard drive (HDD), the combined size of the files will require a considerable amount of storage space. To prevent your disk from becoming too full, you can effectively "set aside" a minimum amount of free disk space by selecting a value from the dropdown menu or by entering a number yourself.

- **Monitor capture mode**

Checking this box will allow movie files to be shown while scenes from those movies are being captured.

[Captured still images](#) can be altered to increase their suitability for use on your PC.

- **Reduce Interlace Noise**

Movie scenes captured from digital cameras are rewritten to your hard drive at a rate of one every 1/30 second. However, the individual frames (from which you would capture a still picture) are not completely rewritten at this rate. Rather, rewriting is performed at the rate of one "half-frame" (half the number of horizontal lines or "pixels") every 1/60 second. When a computer is used to capture still pictures from movie scenes, some blurring may occur between the two halves of the one frame being captured, especially when the subject in the movie scene is moving relatively quickly. Interlacing eliminates this blur and produces a better quality still picture. In this process, however, one half of a frame is essentially preserved to "fix," or "support," the other half, thereby lowering the resolution. Therefore, we recommend you leave this box unchecked unless you plan to capture still pictures from "fast action" movie scenes, such as those taken of sporting events, etc.

- **Lock Aspect Ratio**

If your digital video camera uses the NTSC format (standard in the United States, Canada, Japan, and elsewhere) the resolution of still picture files will be 720 x 480 pixels, which is most likely slightly longer horizontally than the display of your computer. When you display these still pictures on your PC monitor, the width will be elongated when compared to its appearance on a standard-sized TV. Locking the aspect ratio, however, will compensate by reducing the image to 720 x 640 pixels, thereby preserving the originally intended size of the image.

If your digital video camera uses the PAL format (standard to Australia, New Zealand, many European nations, and elsewhere), the resolution of still picture files will be 720 x 576 pixels, which is most likely slightly longer vertically than the display of your computer. If you preserve the originally intended size of the image by locking the aspect ratio, the 576 pixels will be reduced to 540, however, the resolution of image will also slightly decrease.

- **Crop surrounding pixels according to settings below**

Excess or unwanted portions around the edges of the image can be cut off. This is referred to as "cropping." Here you can enter the number of pixels you wish to have cut off from the edge of the image.

This setting relates to the recording of [audio CDs](#).

- **Digital recording**

Digital recording is enabled by checking this box. Unchecking the box will allow ImageMixer to record the analog representation of audio CDs.

④

Prefix for Newly Captured Files

ImageMixer adds a prefix to all newly captured or recorded files. For example, if you enter the prefix 'ABC,' the names of all files that ImageMixer captures or records will, from that point on, be saved as 'ABC0001,' 'ABC0002,' 'ABC0003,' etc.

⑤

Destination of Captured/Recorded Files

This field allows you to define the directory (folder, etc.) into which all newly created files will be saved. The [Browse] button provides a visual representation of where possible directories exist on your machine. Once you have selected a destination folder, click [OK] to close the browser.

⑥

USB Capture Device Setting

This setting allows you to select the driver needed for properly transferring the audio portion of movie media captured from [devices connected to the USB](#) port of your computer.

If you experience a loss of the audio portion associated with movie media, change this setting.



Albums help you organize media files to be used with ImageMixer. Available tasks include viewing still images and movies, running slide shows, displaying information related to individual files, performing file searches, and sorting files according to specific criteria. Using albums also means that you only need manage those files that serve the purposes you define.

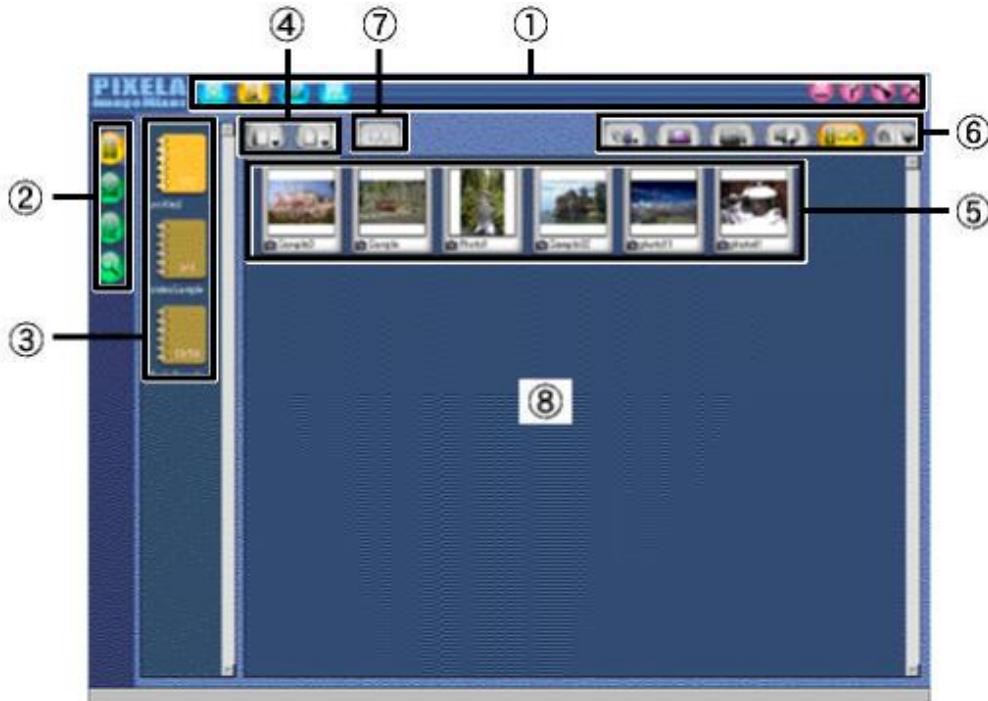
Opening Album Environment

1. [Open ImageMixer.](#)



2. Click the [Album Environment] button on the [Main Selector](#).

Nomenclature



①	Selector Bar	The buttons located on this bar control the desired working environment and general actions associated with the current environment.
②	Thumbnail Display buttons	These buttons change the way album file thumbnails are displayed.
③	Album list window	Existing albums (those you have created, etc.) are shown here.
④	Menu buttons	The Album Menu button and the File Menu button are located here.

⑤	Thumbnails	Thumbnails are the small graphic representations of files which have been added to a particular album.
⑥	Display Control buttons	Buttons for sorting thumbnails are also located here.
⑦	Image Edit button	Allows the source file of a selected still picture thumbnail to be edited.
⑧	Thumbnail list window	Thumbnails related to movies, still pictures, and sound files are shown here. You can use the display control buttons to effectively "filter out" those file types you do not wish to be displayed.

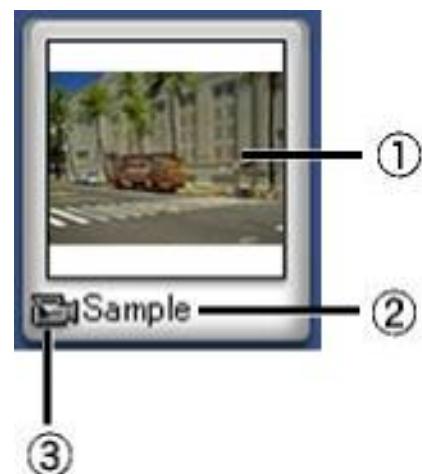


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Thumbnails are small graphic representations of files which have been added to a particular album. Thumbnails for a selected album are displayed in the 'thumbnail list window.'

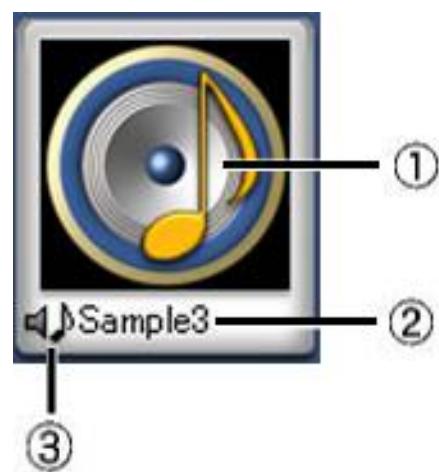
Movie file thumbnails

①	The graphic representation, or thumbnail image, consists of the first frame of the movie.
②	The title of the movie is shown here.
③	This is the icon used for movie files.



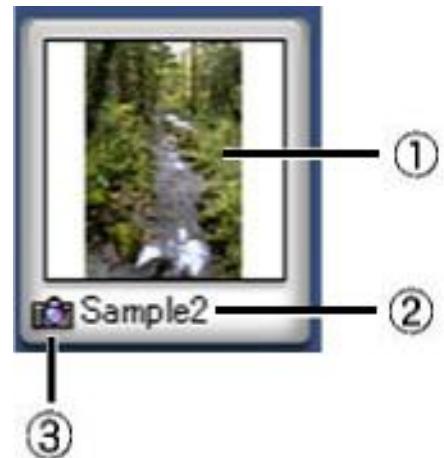
Sound file thumbnails

①	This is the ImageMixer thumbnail image used for sound media.
②	The title of the sound media is shown here.
③	This is the icon used for sound media.



Still picture file thumbnails

①	The thumbnail image consists of a miniature image of the picture itself.
②	The title of the still picture is shown here.
③	This is the icon used for still pictures.



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Clicking this button displays the album menu.



Create new album

Creates a new album. Clicking this command displays the 'Save As' dialog box. Enter the file name, define the destination directory, then click [Save]. The newly created album will appear in the album list window.

Add album

Adds, or retrieves, a saved album which was previously removed. Clicking this command displays the 'Open' dialog box. Selecting and opening an album file here adds it to the other albums currently displayed in the album list window.

Remove album

Removes the selected album from the album list window. Note that the album file itself is not deleted.

When an album has been deleted or moved from the directory in which it was saved, a question mark (?) will be displayed on the album's icon. In this case, [remove the album and add it again](#).

Rename album

Allows you to change an album's name. After selecting an album from the album list window and clicking this command, a dialog box appears. Enter the new album name and click the [OK] button.



①	Album name input field.
②	OK button.
③	Cancel button.

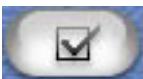
Backup album

Creates a duplicate file of the currently selected album. Clicking this command displays the 'Save As' dialog box. Enter the file name, define the destination directory, then click [Save]. The newly created backup album is displayed in the album list window.

A folder with the same name as the backup album is created in the destination directory. The backup album file and backup files of the files added to the original album are saved in this folder.

In Windows, the album file and its thumbnails' source files are copied into the backup folder. In Macintosh, the copies of the original source files are renamed with the prefix "BackUP," followed by consecutive numbers.

Delete album

Deletes the selected album. Clicking this command displays a confirmation dialog box. Clicking the  button deletes the selected album. **Only the album itself, and not the source files associated with it, is deleted.**

Create album with selected thumbnails

Creates a new album with the selected source files (according to the currently selected thumbnails) as its initial contents.

In Windows, clicking this menu item displays the 'Save As' dialog box. Enter the album file name, define the destination directory, and then click [Save]. The newly created album is added to the album list window.

In Macintosh, clicking this menu item creates an album with the selected thumbnail files and adds it to the album list window.

Add thumbnail

Adds thumbnails into the selected album. Clicking this command displays the 'Open' dialog box. Select the directory in which the file you want to add is saved. Selecting and opening files adds them to the album selected in the album list window. Thumbnails of the newly added files are then displayed in the thumbnail list window.

Unlike adding thumbnails via the [import file mode](#), this command does not create a copy of the thumbnail's source file.

When a thumbnail is added, its name is the same as that of its source file. Because ImageMixer manages thumbnail names and source file names separately, they do not always have to be the same. Thumbnail names can be changed in the 'title' field of the [Thumbnail/Detailed file information view](#). File names can be changed by the '[rename file](#)' command in the file menu.

In Macintosh, it may be impossible to create thumbnails for files which cannot be opened by QuickTime Player. Also, since Macintosh recognizes files by their contents rather than file extensions, some files may be added as certain file type which is not in accordance with their file extension.

Add folder contents

Adds all the importable files from a particular folder into the selected album. Clicking this command displays the 'Browse for Folder' dialog box. After selecting the folder from which you would like to add files, click [OK] in Windows, or click [Select] in Macintosh. Thumbnails of the newly added files are then displayed in the thumbnail list window. Files from sub-folders can also be added by checking 'Include Sub-folders.'

Test thumbnail integrity

Since thumbnails are merely graphic representations of the actual files that exist on your computer, there may be cases where the source file is changed (renamed, moved, etc.), thereby changing the information which links it to its corresponding thumbnail in ImageMixer. To see if this is the case with any of the thumbnails within a particular album, first select those you wish to check, and then click the 'Test thumbnail integrity' command.

In Windows, when a file added in an album cannot be found because it has been deleted or moved from the directory in which it was saved, a question mark (?) will be displayed on the file's thumbnail. This is not displayed in Macintosh.

Cut thumbnail

Cuts, or removes, the currently selected thumbnail from the album. The cut thumbnail can then be pasted into another album of your choice by selecting the 'Paste thumbnail' command.

Copy thumbnail

Copies the selected thumbnail. The cut thumbnail can then be pasted into another album of your choice by selecting the 'Paste thumbnail' command.

Paste thumbnail

Pastes a cut or copied thumbnail into the album of your choice.

A cut or copied thumbnail cannot be pasted into an album in which a copy of that thumbnail already exists.

Delete thumbnail

Deletes the selected thumbnail from the album. Clicking this command displays a confirmation dialog box. Clicking the [OK] button deletes the selected thumbnail. **Only the thumbnail itself, and not the source file associated with it, is deleted.**

Change size of thumbnails

Allows you to display either large or small thumbnails.



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Clicking this button displays the file menu.



Move

Moves the source file of the selected thumbnail. Clicking this command displays the 'Browse for Folder' dialog box. Select the destination location and click [OK] to move the source file.

Copy

Copies the source file of the selected thumbnail. Clicking this command displays the 'Browse for Folder' dialog box. Select the destination location and click [OK] to copy the thumbnail source file.

Delete

Deletes the source file of the selected thumbnail. Clicking this command displays a confirmation dialog box. Clicking the  button deletes the selected source file.

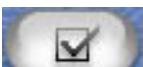
View/Play

Clicking this command will allow pictures and movie files to be viewed and sound files to be played.

Display file location (Windows only)

Displays the contents of the directory containing the source file of the selected thumbnail. This function utilizes the standard Windows Explorer interface.

Rename file

Allows you to change the name of the source file associated with the selected thumbnail. Clicking this command displays a dialog box. Enter the new name and click the  button.

Thumbnail names cannot be changed through this operation. Change thumbnail names in the 'title' field of the [Thumbnail/Detailed file information view](#).

Edit Picture

Allows the source file of the selected still picture thumbnail to be edited. The edited still picture is created as a new file and its thumbnail is automatically added to the album when exiting the Image Editor. The original still picture file remains unchanged after editing. A duplicate of the still picture file which is to be edited is created when Image Editor is started.

Export within album as new movie

Exporting is a term used to refer to the action of creating a new file according to a pre-designated format. Clicking this command will not change the source file of the selected movie thumbnail. Rather, ImageMixer will, regardless of the format of the original file, save the movie according to the settings you define in the accompanying dialog box. After the process is complete, a thumbnail associated with the new file will appear in the current album.

Export within album as new picture

Exporting is a term used to refer to the action of creating a new file according to a pre-designated format. Clicking this command will not change the source file of the selected picture thumbnail. Rather, ImageMixer will, regardless of the format of the original file, save the picture according to the settings you define in the accompanying dialog box. After the process is complete, a thumbnail associated with the new file will appear in the current album.

Output to memory card

Outputs a copy of the source file associated with the selected thumbnail to a memory card.

Print

Prints out the source file of the selected thumbnail. Clicking this command displays the Print Layout Settings dialog box, providing you with a variety of options related to paper size, etc.

Run slide show

Runs a slide show of still pictures as well as the first frame of movies according to the selected thumbnails. Slide shows run according to settings you define in [Album Preferences](#).

In Macintosh, these buttons are not displayed. The slide show can be ended by pressing the [Command (Apple)] key, [. (period)] key or [Esc] key.



①	Play button	Runs the slide show.
②	Stop button	Stops the slide show.
③	Return button	Stops the slide show and returns to main screen of the Album Environment.

Apply as wallpaper (Windows only)

Sets the source file of the selected still picture thumbnail as the desktop wallpaper.

When Active Desktop is on, files set as wallpaper will not be displayed. Make sure that Active Desktop is off.

Use as screen saver (Windows only)

Sets the source file of the selected movie thumbnail as the screen saver. MPEG and AVI format files may be used as the screen saver.



Context menus provide a variety of commands related to working with thumbnails and their respective source files. They can be displayed in Windows by right-clicking the thumbnail you wish to work with. In Macintosh, hold down the control key while clicking the appropriate thumbnail.

Copy thumbnail

Copies the selected thumbnail. The cut thumbnail can then be pasted into another album of your choice by clicking the 'Paste' command.

Paste thumbnail

Pastes a cut or copied thumbnail into an album of your choice.

A cut or copied thumbnail cannot be pasted into an album in which a copy of that thumbnail already exists.

Delete thumbnail

Deletes the selected thumbnail from the album. Clicking this command displays a confirmation dialog box. Clicking the [OK] button deletes the selected thumbnail. **Only the thumbnail itself, and not the source file associated with it, is deleted.**

[View/Play](#)

Clicking this command will allow pictures and movie files to be viewed and sound files to be played.

Export within album as new picture

Exporting is a term used to refer to the action of creating a new file according to a pre-designated format. Clicking this command will not change the source file of the selected picture thumbnail. Rather, ImageMixer will, regardless of the format of the original file, save the picture according to the settings you define in the accompanying dialog box. After the process is complete, a thumbnail associated with the new file will appear in the current album.

Export within album as new movie

Exporting is a term used to refer to the action of creating a new file according to a pre-designated format. Clicking this command will not change the source file of the selected movie thumbnail. Rather, ImageMixer will, regardless of the format of the original file, save the movie according to the settings you define in the accompanying dialog box. After the process is complete, a thumbnail associated with the new file will appear in the current album.

Print

Prints out the source file of the selected thumbnail. Clicking this command displays the Print Layout Settings dialog box, providing you with a variety of options related to paper size, etc.

Output to memory card

Outputs a copy of the source file associated with the selected thumbnail to a memory card.

Insert image as cover of album

This command makes the currently selected thumbnail image appear as part of the icon of the currently selected album.



Edit picture

Allows the source file of the selected still picture thumbnail to be edited. The edited still picture is created as a new file and its thumbnail is automatically added to the album when exiting the Image Editor. The original still picture file remains unchanged after editing. A duplicate of the still picture file which is to be edited is created when Image Editor is started.



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Thumbnails of files existing in the currently selected album are displayed in the thumbnail list window. There are a variety of views available, each with their own special properties.

Thumbnail view



Displays thumbnails existing in the selected album. This is the default view.



Thumbnail/File information view

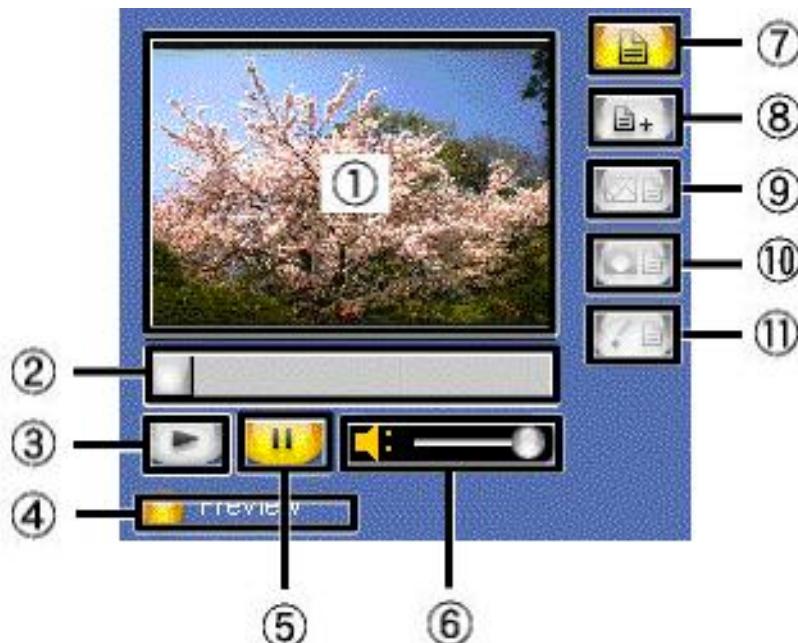


Thumbnails are displayed in a list with accompanying file information relative to title, file type, present location on your HDD, date created, date modified and any comments you may have entered.

Thumbnail/Detailed file information view (Windows)



Selecting individual thumbnails provides you with a wide variety of information, including that which relates to Exif formatted files. In particular, these files contain all sorts of information relative to specific dates/times, camera information, and camera settings. This view also allows you to add your own information, such as titles and comments that will help you remember certain details associated with individual files. A small preview pane (described below) is also available.



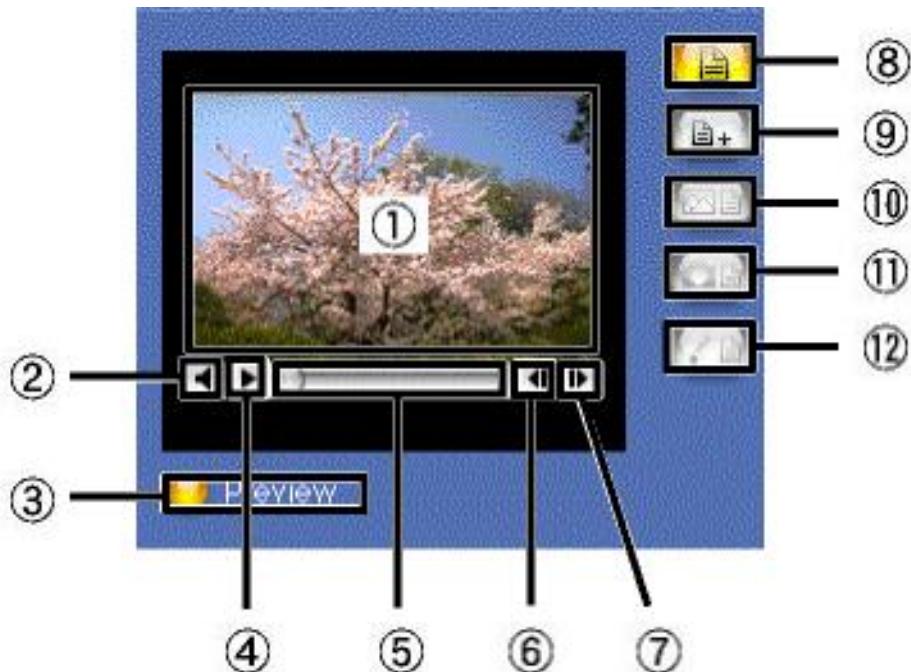
①	Monitor	Displays a preview of the selected thumbnail, though this monitor does not appear at all when the thumbnail corresponds to a sound file.
②	Play position slider	The position at which you wish to begin playback can be set by dragging the slider, though this slider does not appear at all when the thumbnail corresponds to a still picture.
③	Play button	Begins playback, though this button does not appear at all when the thumbnail corresponds to a still picture.
④	Preview ON/OFF button	Turns the preview display on or off.
⑤	Pause button	Pauses movie/sound playback, though this button does not appear at all when the thumbnail corresponds to a still picture.

⑥	Volume control	Drag the slider to adjust the volume of movie or sound files, though this slider does not appear at all when the thumbnail corresponds to a still picture.
⑦	File Information Display button	Displays file information relative to the selected file, including file name, file type, and file location. You can also use fields here to enter your own title or comments.
⑧	Detailed Information Display button	Displays detailed information (Exif files only), including image dimensions (in pixels), file data size, playing time, date added to the current album, date modified, and file creation date.
⑨	Exif File Information Display button	Displays Exif file information relative to the selected file, including a description of the image, date/time the picture was taken, Exif version, image size, and whether or not the picture is meant to appear vertically or horizontally (orientation).
⑩	Camera Information Display button (Exif files only)	Displays information relative to the camera with which the Exif picture was originally taken, including the name of the camera manufacturer, camera model, and the camera's maximum aperture value.
⑪	Photo Information Display button (Exif files only)	Displays information relative to the settings under which the Exif photograph itself was taken, including lens focal length, shutter speed, aperture value, exposure value, exposure program, metering mode, ISO, white balance, and whether or not a flash was used.

Thumbnail/Detailed file information view (Macintosh)



Selecting individual thumbnails provides you with a wide variety of information, including that which relates to Exif formatted files. In particular, these files contain all sorts of information relative to specific dates/times, camera information, and camera settings. This view also allows you to add your own information, such as titles and comments that will help you remember certain details associated with individual files. A small preview pane (described below) is also available.



①	Monitor panel	Displays a preview of the selected thumbnail, though this monitor does not appear at all when the thumbnail corresponds to a sound file.
②	Volume control	Drag the slider to adjust the volume of movie or sound files, though this slider does not appear at all when the thumbnail corresponds to a still picture.
③	Preview ON/OFF	Turns the preview display on or off.
④	Play button	Begins playback, though this button does not appear at all when the thumbnail corresponds to a still picture.
⑤	Play position slider	Pauses movie/sound playback, though this button does not appear at all when the thumbnail corresponds to a still picture.
⑥	Single Frame Rewind button	Rewinds the movie one frame at a time.

⑦	Single Frame Advance button	Advances the movie one frame at a time.
⑧	File Information Display button	Displays file information relative to the selected file, including file name, file type, and file location. You can also use fields here to enter your own title or comments.
⑨	Detailed Information Display button	Displays detailed information (Exif files only), including image dimensions (in pixels), file data size, playing time, date added to the current album, date modified, and file creation date.
⑩	<u>Exif</u> File Information Display button	Displays Exif file information relative to the selected file, including a description of the image, date/time the picture was taken, Exif version, image size, and whether or not the picture is meant to appear vertically or horizontally (orientation).
⑪	<u>Exif</u> Device Information Display button	Displays information relative to the camera with which the Exif picture was originally taken, including the name of the camera manufacturer, camera model, and the camera's maximum aperture value.
⑫	<u>Exif</u> Photo Information Display button	Displays information relative to the settings under which the Exif photograph itself was taken, including lens focal length, shutter speed, aperture value, exposure value, exposure program, metering mode, ISO, white balance, and whether or not a flash was used.

Search mode



Displays a list of thumbnails and allows you to [Search](#) for a specific file or type of file within those thumbnails according to the criteria you select in the accompanying pane.



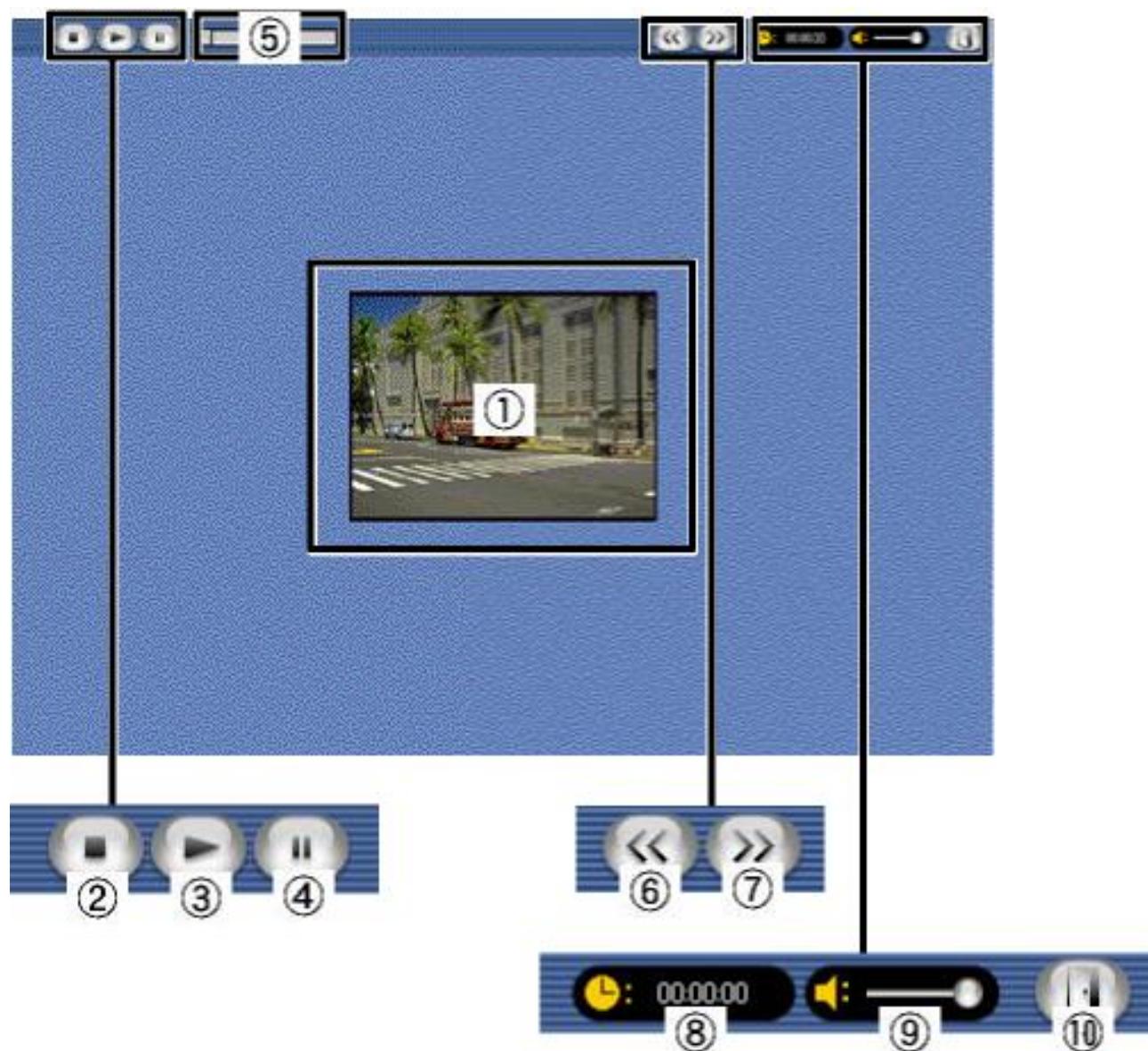
This window allows pictures and movie files to be viewed and sound files to be played. To bring up this window, follow the steps below.

- 1. Select the thumbnail which corresponds to the file you want to view or play.**
- 2. Clicked View/Play on the pull-down file menu or click View/Play from the context menu.**

Files can also be viewed or played by double-clicking their corresponding thumbnail.

Playing movies and sound files (Windows)

View/Play window for movies and sound files.

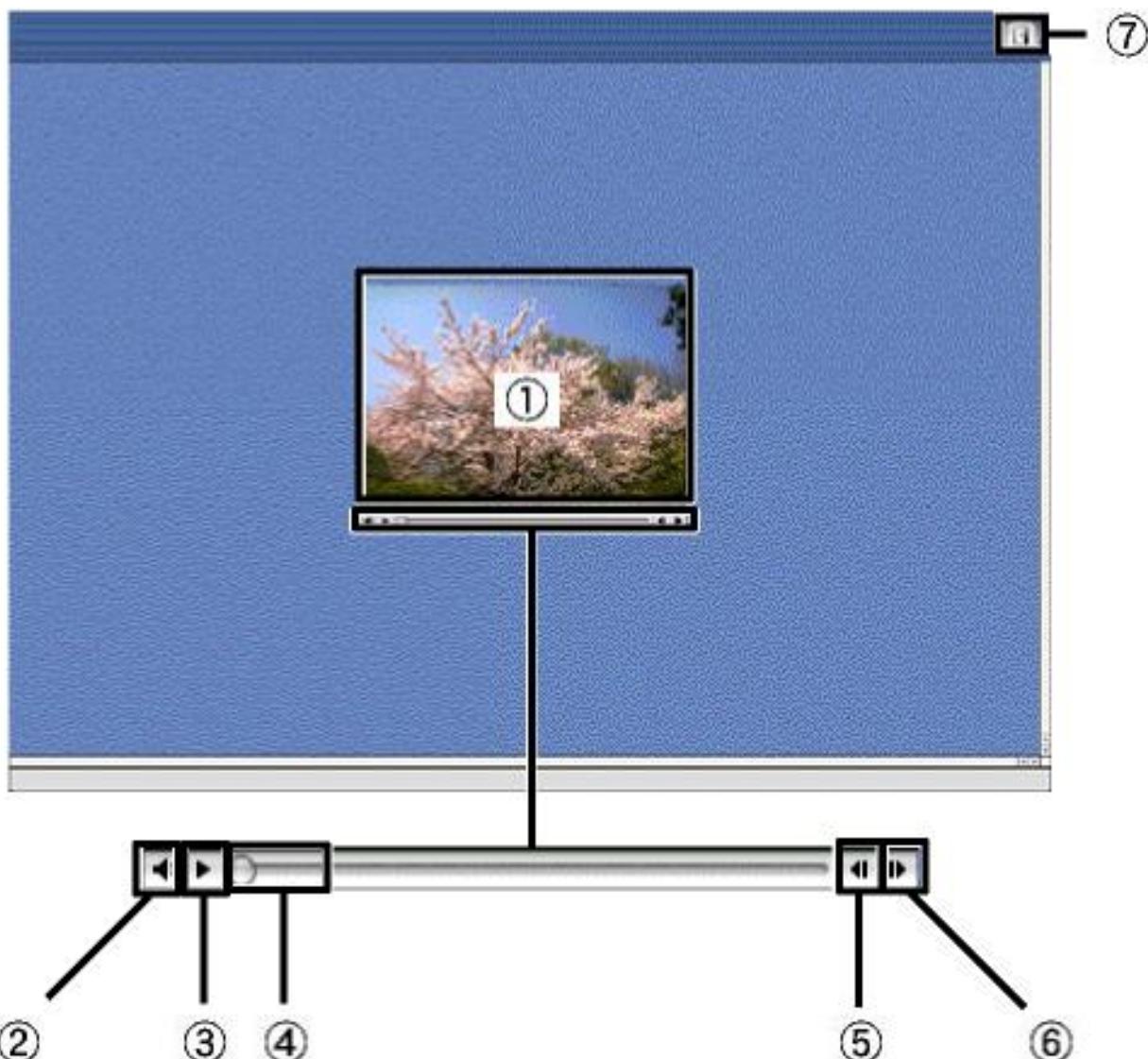




①	Display	Movies are shown here. When playing sound files, an animated speaker icon appears.
②	Stop button	Stops movie playback.
③	Play button	Click to begin playback from the current position on the play position slider.
④	Pause button	Pauses movie playback.
⑤	Play position slider	Used to define the position at which to begin/resume playback by dragging the slider. The corresponding frame is shown.
⑥	Display Previous button	When two or more files have been selected for viewing, clicking this button moves you to the previous file in the series.
⑦	Display Next button	When two or more files have been selected for viewing, clicking this button moves you to the next file in the series.
⑧	Time display	Displays the accumulated play time of the movie or sound file currently being played.
⑨	Volume control	Drag the slider to control volume.
⑩	Close button	Closes the view/play window and returns to the main screen of the Album Environment.

Playing movies and sound files (Macintosh)

View/Play window for movies and sound files.

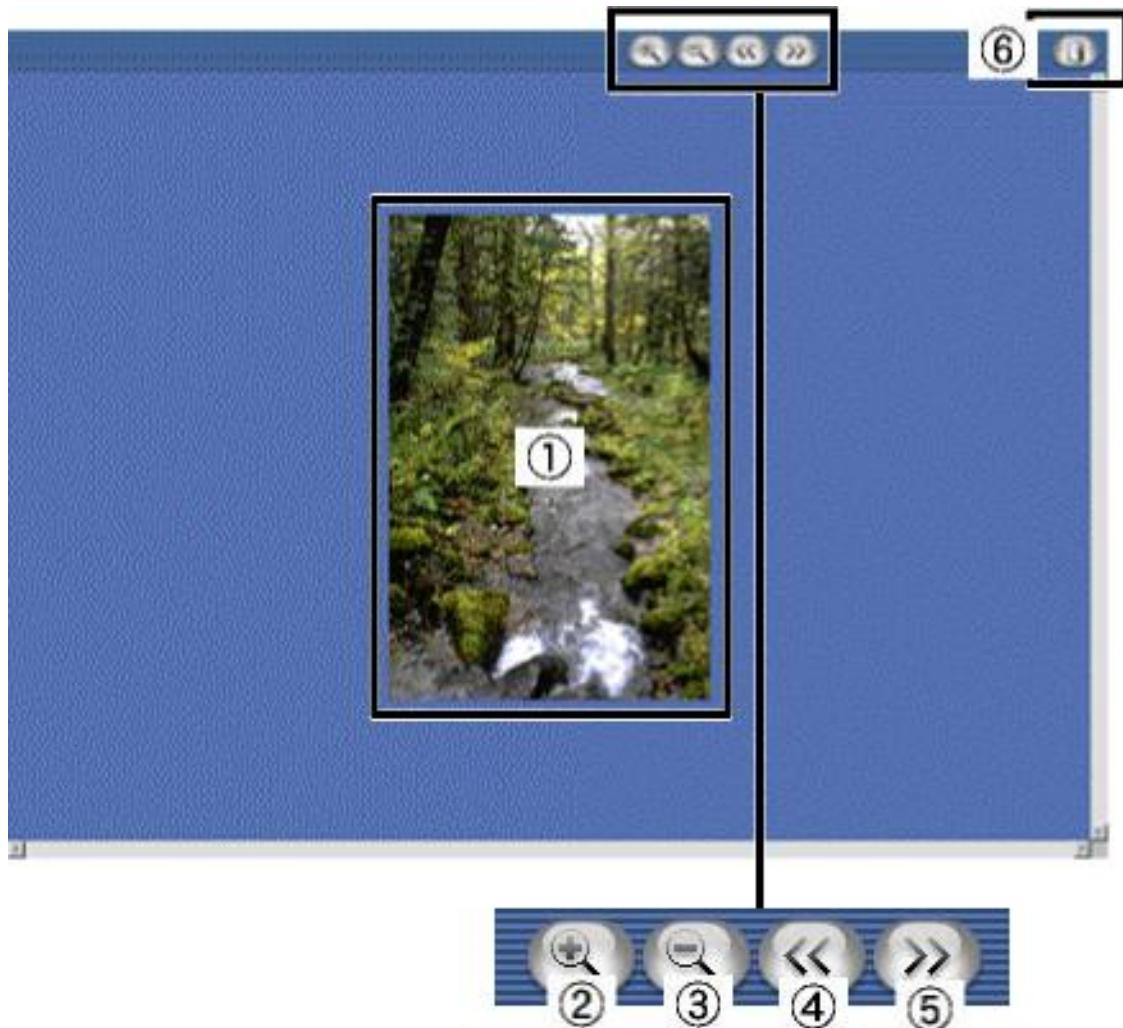


①	Display	Movies are shown here.
②	Volume control	Drag the slider to control volume.
③	Play button	Click to begin playback from the current position on the play position slider.
④	Play position slider	Used to define the position at which to begin/resume playback by dragging the slider. The corresponding frame is shown.
⑤	Single Frame Rewind button	Rewinds the movie one frame at a time.
⑥	Single Frame Advance button	Advances the movie one frame at a time.

⑦	Close button	Closes the view/play window and returns to the main screen of the Album Environment.
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Viewing still pictures

View window for still pictures.



①	Display	Displays the selected file(s).
②	Zoom In button	Clicking this button enlarges the display size.
③	Zoom Out button	Clicking this button reduces the display size.
④	Display Previous button	When two or more files have been selected for viewing, clicking this button moves you to the previous file in the series.

⑤	Display Next button	When two or more files have been selected for viewing, clicking this button moves you to the next file in the series.
⑥	Close button	Closes the view display and returns to the main screen of the Album Environment.



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Exporting is a term used to refer to the action of creating a new file according to a pre-designated format. This action will not change the source file of the selected movie thumbnail. Rather, ImageMixer will, regardless of the format of the original file, save the movie according to the settings you define in the accompanying dialog box. After the process is complete, a thumbnail associated with the new file will appear in the current album.

Exporting movies

Exported files will appear in the current album and their source files will be saved according to the destination folder defined under 'Destination of exported files' in the [Album Preferences](#).

1. **Select the thumbnail of the movie file to be exported from the thumbnail list window. Click 'Export within album as new movie' in the pull-down [File Menu](#) or the [Context Menu](#).**
The [Movie Format Settings](#) dialog box will appear.
2. **Define the file format options (described below) and click the [Export] button.**

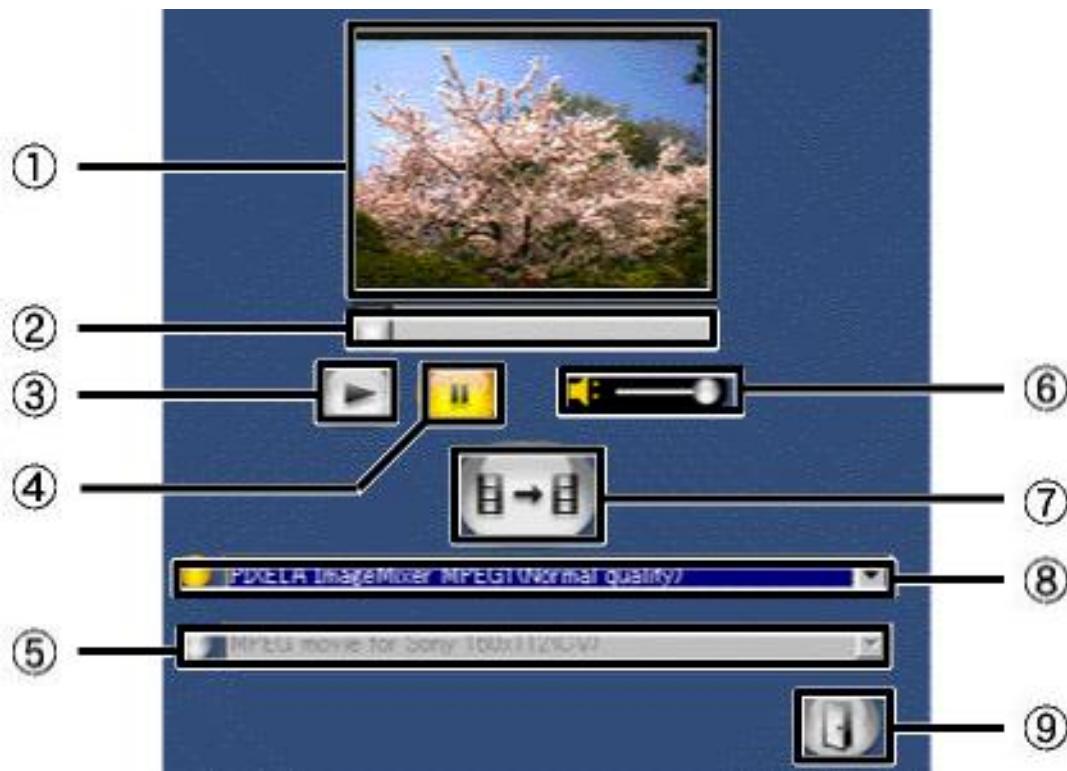
■ **PIXELA ImageMixer MPEG1 format:**

Select either [low], [Normal], [high], or [highest] image quality.

■ **MPEG movie for Sony:**

Select either [160 x 112], [160 x 112 (CV)], [320 x 240], or [320 x 240 (HQ)] image size and quality.

Movie Format Settings dialog box



①	Preview display	Allows you to preview the movie before proceeding with file export.
②	Play position slider	Used to define the position at which to begin/resume preview by dragging the slider. The corresponding frame is shown.
③	Play button	Click to begin preview from the current position on the play position slider.
④	Pause button	Pauses movie playback.
⑤	MPEG exporting options for SONY	Defines size and quality options relative to the Sony MPEG movie format. Note that when a low image quality is selected, the compression speed (rate at which the file is exported) is relatively fast, while the data size of the newly created (exported) picture is relatively small. Conversely, when a higher image quality is selected, the compression speed (rate at which the file is exported) is relatively slow, while the data size of the newly created (exported) picture is relatively large.
⑥	Volume control	Drag the slider to control volume.
⑦	Export button	Exports movie according to the format selected in ⑤ or ⑧.

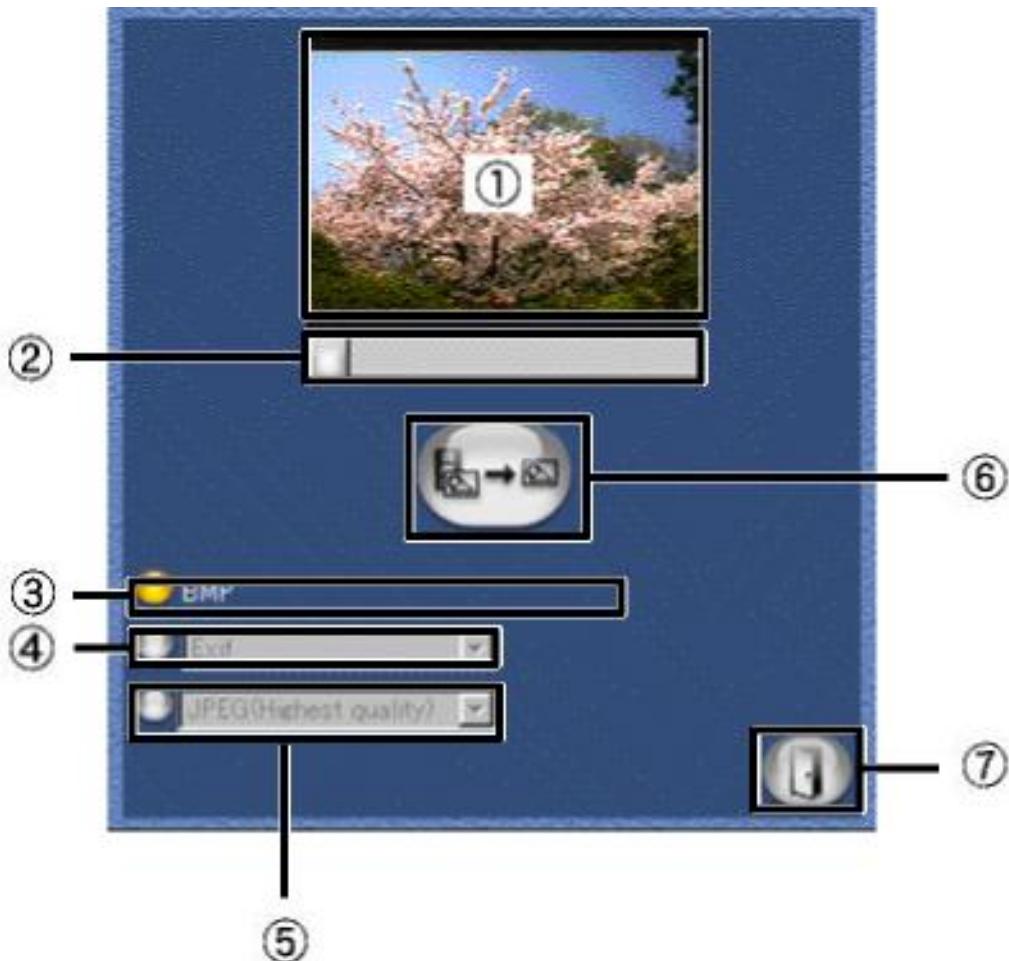
⑧	MPEG exporting options for ImageMixer	Defines quality options relative to the ImageMixer MPEG1 movie format. Note that when a low image quality is selected, the compression speed (rate at which the file is exported) is relatively fast, while the data size of the newly created (exported) picture is relatively small. Conversely, when a higher image quality is selected, the compression speed (rate at which the file is exported) is relatively slow, while the data size of the newly created (exported) picture is relatively large.
⑨	Close button	Closes the dialog box and returns to the main screen of the Album Environment.

Exporting pictures

Exported files will appear in the current album and their source files will be saved according to the destination folder defined under 'Destination of exported files' in the [Album Preferences](#).

1. **Select the thumbnail of the movie or still picture to be exported. Click 'Export within album as new picture' in the pull-down [File Menu](#) or the [Context Menu](#).**
The [Still Picture Format Settings](#) dialog box will appear.
2. **When exporting a still picture from a movie file, select the desired frame by dragging the play position slider.**
3. **Define the file format options (BMP for Windows, PICT for Macintosh, Exif or JPEG) and click the [Export] button.**
4. **Once the file is exported, the dialog box will close and the new file will appear in the thumbnail list window of the current album**

Still Picture Format Settings dialog box



①	Preview display	Allows you to preview the still picture before proceeding with file exportation.
②	Play position slider	Used to select the frame of the movie from which you wish to create (export) a new picture. This is not displayed when exporting from a still picture.
③	Exif	Converts the selected movie or still picture file into the Exif file format used by digital cameras. Original size or 640 x 480 pixels may be selected.
④	BMP/PICT	Exports the selected movie frame or still picture in BMP (Windows) or PICT (Macintosh) format.
⑤	JPEG	Exports the selected movie frame or still picture in JPEG format. Note that when a low image quality is selected, the compression speed (rate at which the file is exported) is relatively fast, while the data size of the newly created (exported) picture is relatively small. Conversely, when a higher image quality is selected, the compression speed (rate at which the file is exported) is relatively slow, while the data size of the newly created (exported) picture is relatively large.

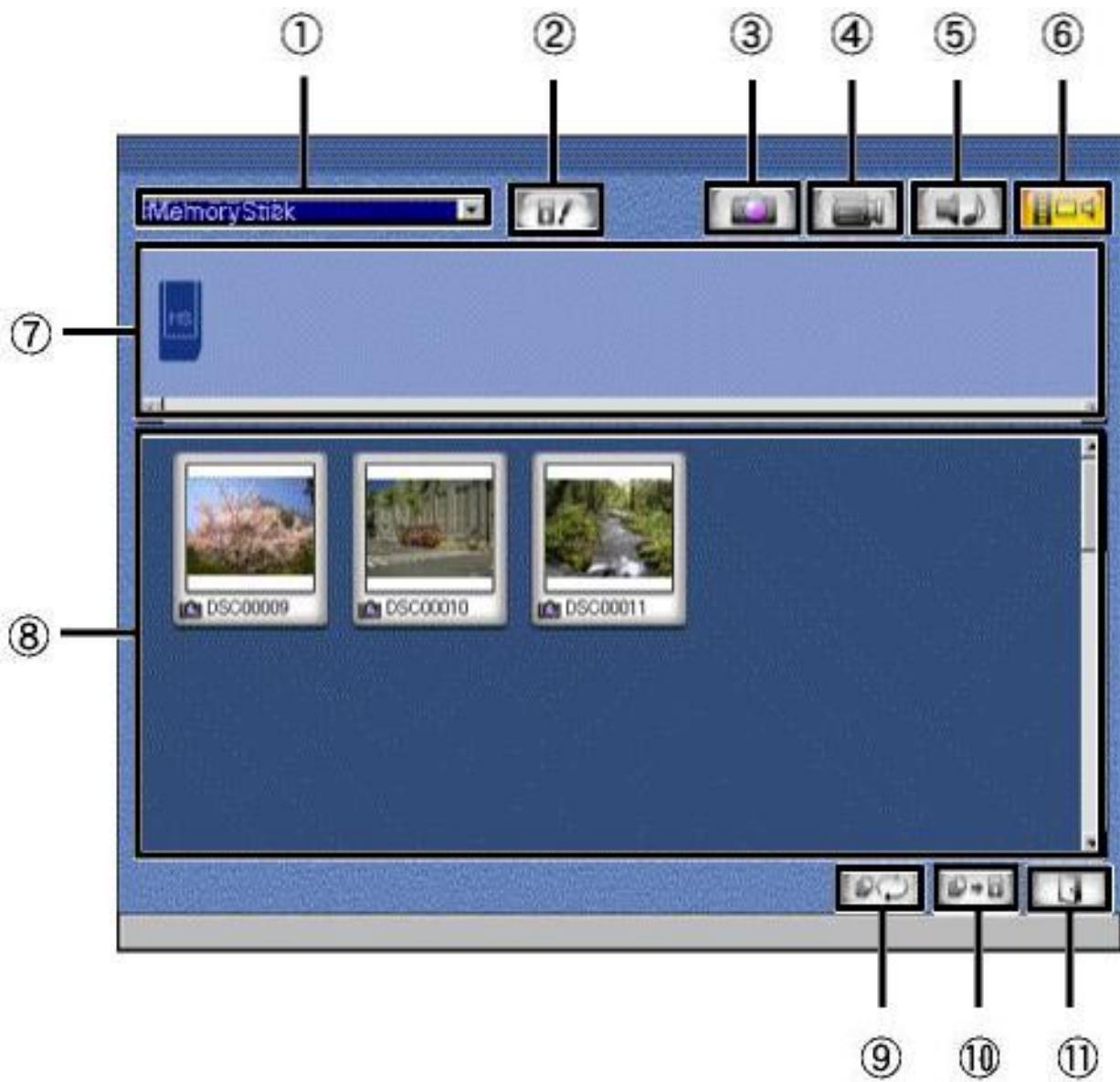
⑥	Export button	Exports movie according to the defined format.
⑦	Close button	Closes the view/play window and returns to the main screen of the Album Environment.

Output to memory card

Outputs a copy of the source file of the selected thumbnail to a memory card.

1. **Select the thumbnail to be output.**
2. **Click 'Output to memory card' in the pull-down [File Menu](#) or the [Context Menu](#).**
3. **The [Memory Card Output](#) dialog box is displayed. Select a memory card present either in a camera or in a memory card reader connected to your computer. Click the [Output] button.**
4. **A progress bar is shown and the file is saved to the selected memory card.**

Memory Card Output dialog box



①	Selection menu	Defines the output destination.
②	Card Search button	Searches for any memory cards present, either in a camera or in a memory card reader connected to your computer.
③	Still Picture Display button	Displays only thumbnails of still picture files in the thumbnail list window.
④	Movie Display button	Displays only thumbnails of movie files in the thumbnail list window.
⑤	Sound Display button	Displays only thumbnails of sound files in the thumbnail list window.
⑥	Display All Files button	Displays thumbnails of all files in the thumbnail list window.

⑦	Memory card list window	Available memory cards are displayed in a list. Clicking a memory card icon here displays all the relevant files as thumbnails in the thumbnail list window. Note that files stored on floppy disks and other similarly formatted media will appear here as well.
⑧	Thumbnail list window	Displays thumbnails of the files existing on the selected memory card.
⑨	Refresh button	Refreshes (rereads) the data existing on the currently selected memory card.
⑩	Output button	Outputs a copy of the file selected in the thumbnail list window to the selected memory card.
⑪	Close button	Closes the memory card output dialog box and returns to the main screen of the Album Environment.



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Whether you would like to print out snap shots of your favorite pictures or create a physical record of your album files, ImageMixer provides you with a variety of printing options, conveniently located within the album environment. Furthermore, the printing process itself is made quite efficient by the fact that you choose only those pictures you would like to print by simply selecting their corresponding thumbnails.

When sound files are selected, the speaker icon (standard sound file thumbnail image) is printed. When movie files are selected, only the first frame of the movie is printed.

1. **Select the thumbnail(s) of the file(s) to be printed.**
2. **Click Print in the pull-down [File Menu](#) or the [Context Menu](#).**
3. **The Print Layout Settings dialog box is displayed. After the options are set, click the [Print] button to print out the selected file.**

	Brings up the Print Layout Settings dialog box.
	Print.
	Closes the Print Layout Settings dialog box and returns to the main screen of the Album Environment.

Print Layout Settings

Index Printing

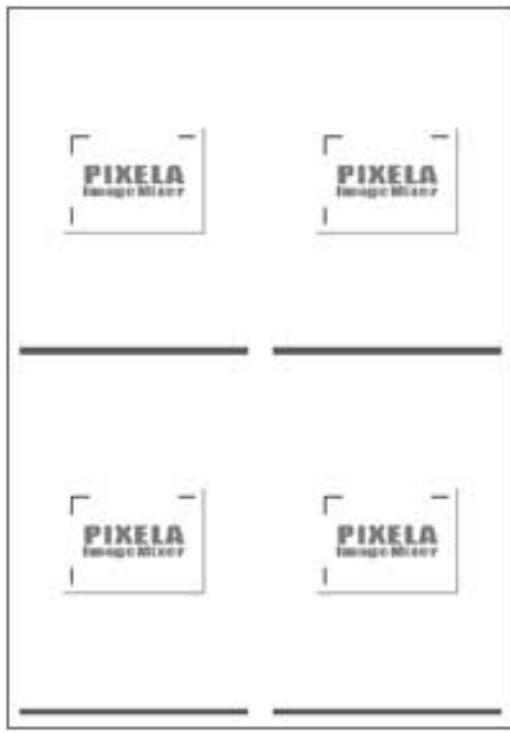


Prints thumbnails and their source file names.

Defines the number of thumbnails printed per page.



Example: 4 pictures per page.



Information Printing



Prints thumbnails and information pertaining to their corresponding source files.

Defines the number of thumbnails printed per page.

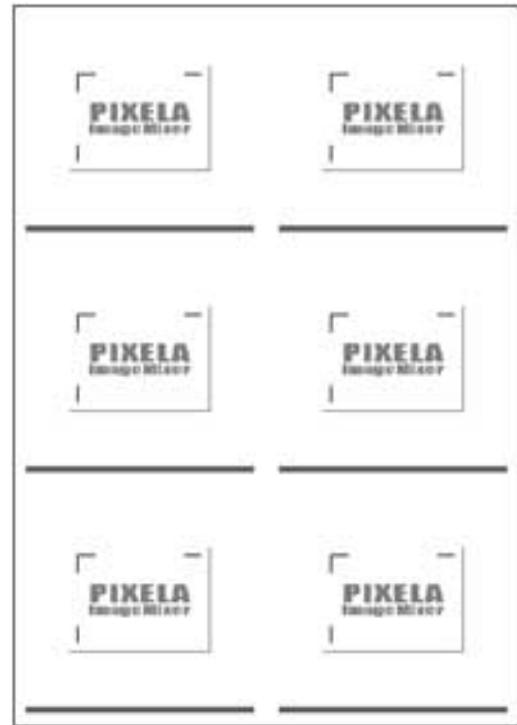


Example: 2 pictures per page.

Defines the number of thumbnails per page by columns and rows.



Example: 2 columns, 3 rows per page.



Only the file information that is checked will be printed.

- File Name
- Title
- Type
- Location
- Image Size
- Date Created
- Date Modified
- Data Size
- Length
- Comments



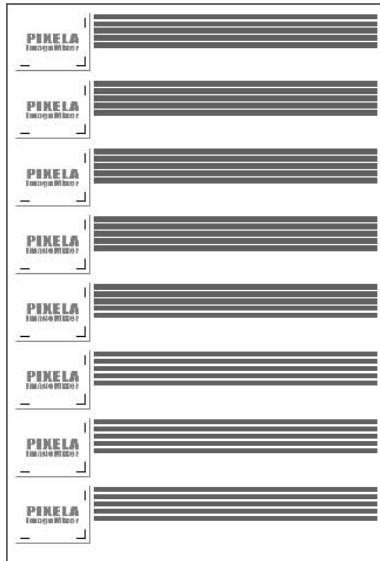
The number of boxes that may be checked depends upon the number of images per page as well as the paper size.

When the file to be printed is an Exif file, checking the 'Indicate Date' box allows the photo date/time to appear in the lower right-hand corner of the picture.

List Printing



Prints thumbnails and information pertaining to their corresponding source files.



Only the file information which is checked will be printed.

- File Name
- Title
- Type
- Location
- Image Size
- Date Created
- Date Modified
- Data Size
- Length
- Comments

The number of boxes that may be checked depends upon the number of images per page as well as the paper size.

When the file to be printed is an Exif file, checking the 'Indicate Date' box allows the photo date/time to appear in the lower right-hand corner of the picture.

Print Image Only



Prints the selected picture according to its actual size. The date can also be printed in the lower right-hand corner of the picture by checking the 'Indicate Date' box.

When the file to be printed is an Exif file, checking the 'Indicate Date' box allows the photo date/time to appear in the lower right-hand corner of the picture.



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These controls make it easy to find a certain album file, even among a large number of thumbnails. There are two methods by which you may find a desired file. Moreover, the thumbnails currently displayed can be searched according to specific criteria.

Search by file type

■ Memory Card Output File Display button



Displays only files that can be output to a memory card.

■ Still Picture Display button



Displays only still picture files in the thumbnail list window.

■ Movie File Display button



Displays only movie files in the thumbnail list window.

■ Sound File Display button



Displays only sound files in the thumbnail list window.

■ Display All Files button



Displays all files in the thumbnail list window.

Search according to specific criteria



1. **Click the [Search Mode]** button.

2. **Select the search criteria.**

Search criteria include file type, title, comments, file creation date, date modified, and the date the file was added to the current album.

3. **Specify the contents of the search criteria.**

Contents vary according to the selected search criteria.

When 'Type' is selected:

Select the file type from the pull-down list and specify whether to include or not include the specified file type in the search.

When 'Title' is selected:

Enter the text of a title and specify whether the file you are looking for should match exactly, include, or not include the specified text.

When 'Comments' is selected:

Enter the text of a comment and specify whether the file you are looking for should match exactly, include, or not include the specified text.

When 'Date Created' is selected:

Define either a range of dates or enter a single date and select whether the date of the file you are looking for should match exactly, exclude, come before, or come after the specified date.

When 'Date Modified' is selected:

Define either a range of dates or enter a single date and select whether the date of the file you are looking for should match exactly, exclude, come before, or come after the specified date.

When 'Date Added' is selected:

Define either a range of dates or enter a single date and select whether the date of the file you are looking for should match exactly, exclude, come before, or come after the specified date.

4. **Select the search range.**

Select whether all files or only those just searched should be included in the present search.

5. **Click the [Search] button.**

Files are searched according to the specified criteria. Files that match the specified criteria are highlighted (appear bright yellow) in the thumbnail display window.

Search results can be canceled by clicking the [Reset] button. The [Create album with selected thumbnails](#) item in the pull-down album menu can be used to create a new album with the files found in a particular search. Until the [Reset] button is clicked, some commands, such as 'Add thumbnail,' 'Export within album as new movie/picture,' 'Edit picture,' 'Sort,' cannot be used.

Sort

Thumbnails can be arranged within the thumbnail list window according to file name, file type, data size, or date modified.

The currently displayed thumbnails can also be arranged arbitrarily by dragging them to the desired location within the thumbnail list window.



①	Sort in Ascending Order button	Alphanumerically sorts thumbnails in the currently displayed album in ascending order, according to file name, file type, data size, or date modified.
②	Sort in Descending Order button	Alphanumerically sorts thumbnails in the currently displayed album in descending order, according to file name, file type, data size, or date modified.



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Click the [Preferences] button to make changes relative to the Album Environment.

Format Settings of Edited Files

Defines the file format in which to save [edited still pictures](#).

When the source file is in Exif or JPEG format, the following settings will not apply. The edited file will be saved in its original format.

■ Save as BMP (Windows)

This is the still picture file format generally used in Windows.

■ Save as PICT (Macintosh)

This is the still picture file format generally used in Macintosh.

■ Save as JPEG

This is the still picture file format generally used for Internet-related activities (attaching images to e-mail, building web sites, etc.). The default image quality can be set to 'highest,' 'high,' 'standard,' and 'low.' The 'highest' image quality setting uses the lowest rate of compression and the 'low' image quality setting uses the highest compression rate.

Print Setting

■ Only selected files

When printing from the pull-down [File Menu](#) or the [Context Menu](#), checking this box limits printing to the selected files. If this box is not checked, all the files currently displayed in the thumbnail list window will be printed.

View Settings

Settings for the [View/Play](#) command in the [File Menu](#) and [Context Menu](#) can be defined.

■ Only selected files

When clicking [View/Play](#) on the pull-down [File Menu](#) or the [Context Menu](#), checking this box limits view/play to the selected files. If this box is not checked, all the files currently displayed in the thumbnail list window will be viewed or played.

■ Display size (Windows only)

Defines the size movies will be shown when clicking [View/Play](#) on the pull-down [File Menu](#) or the [Context Menu](#).

Slide Show Settings

Defines slide show options.

■ Only selected files

Checking this box limits the slide show to selected files only. If this box is not checked, all files displayed in the thumbnail list window will be displayed in the slide show.

■ Repeat

If this box is checked, the slide show display will be repeated, or looped, until the slide show window is closed.

■ Interval

Defines the time each image is shown during the slide show.

■ Display size

Defines the display size of movie files shown in the slide show.

Prefix for Newly Saved Files

Defines the characters (letters, numbers, etc.) added to the names of all files created in ImageMixer, such as those created through [exporting movies/still pictures](#) or those you have altered, or [edited](#) yourself. The prefix characters will be followed by consecutive numbers and the file will be saved in the destination folder defined in 'destination of exported files.' Newly created files always appear in the album from which the source files were taken.

Destination of Exported Files

Defines the location in which the source files of [exporting movies/still pictures](#) are saved, as well as those you have altered, or [edited](#) yourself. The [Browse] button makes it easy to specify the save directory.



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Movies and sound files existing in albums can be edited and arranged into longer works, called media streams. Transition effects and titles can also be inserted.

Opening Movie Editing Environment

1. [Open ImageMixer.](#)



2. Click the [Movie Editing Environment]  button on the [Primary Selector](#).

Nomenclature



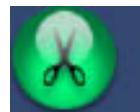
①	Monitor panel	Displays the media stream currently arranged on the storyboard and allows you to preview the results of changes you have made.
②	Mode Selector	Changes Monitor Panel to Edit Mode or Preview Mode .
③	Media selection panel	Provides tools related to opening and saving projects, creating MPEG1 media streams, and thumbnail display options.
④	Thumbnail list window	Displays thumbnails of movies and sound files existing in the selected album. Also displays transition effects and titles.

⑤	Storyboard	Shows the arrangement of files used in the media stream.
⑥	Timeline	Details the linear progression of media within the stream. Double-clicking sound media here also provides you with trimming options.

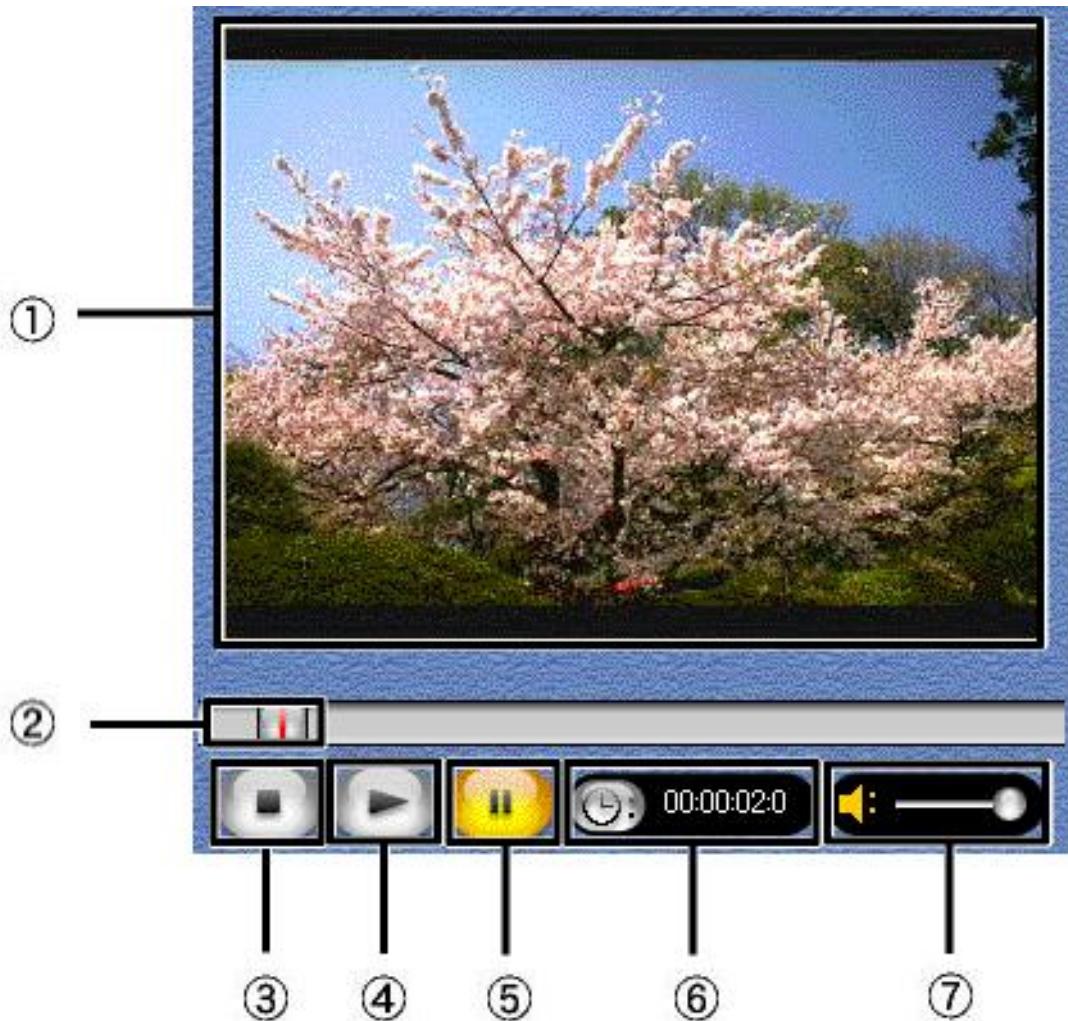


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Edit mode



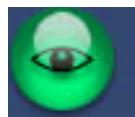
Click the [Edit Mode] button.



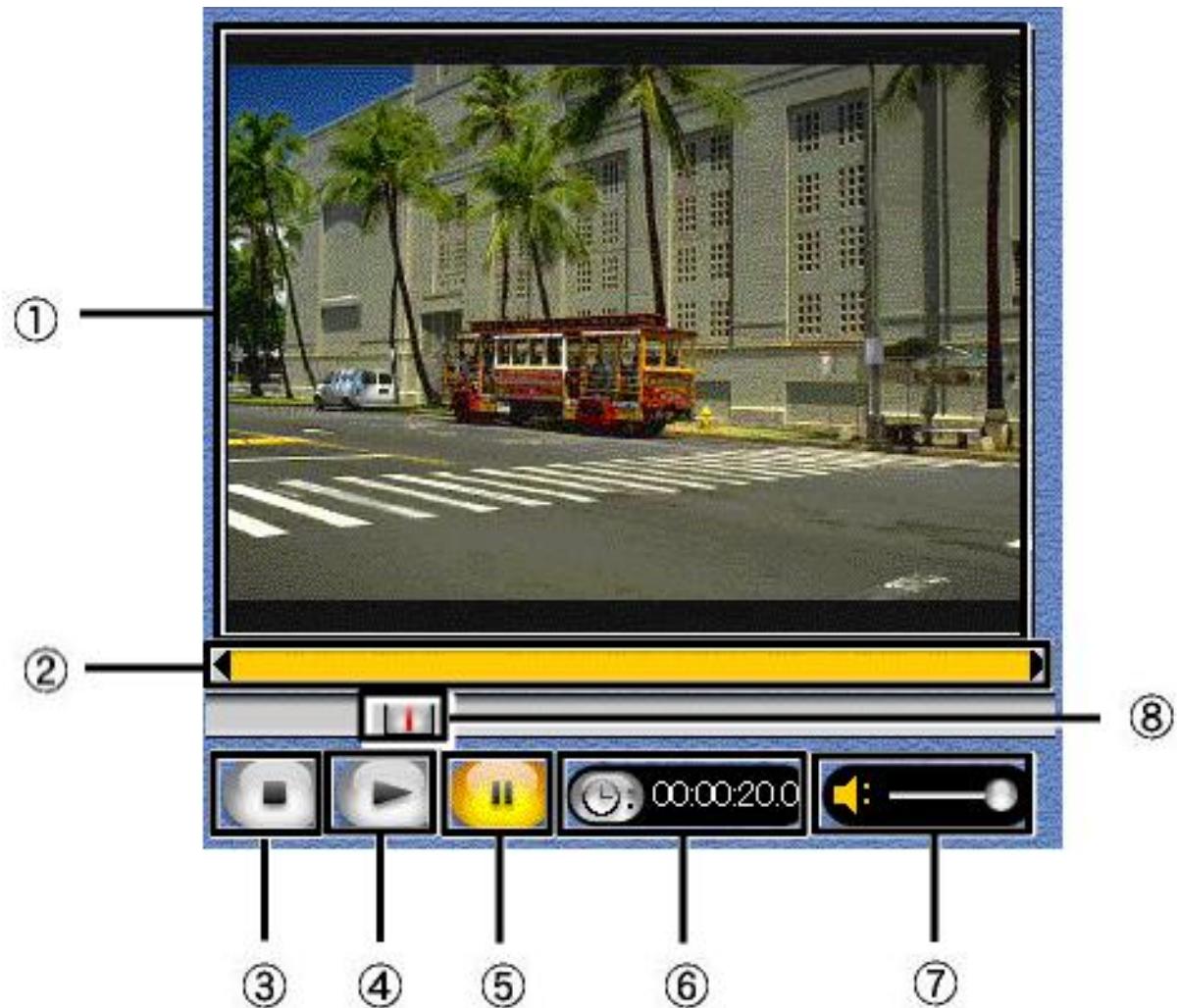
①	Monitor	Displays the media stream currently arranged on the Storyboard .
②	Play position slider	The position at which to begin playback can be defined by dragging the slider.
③	Stop button	Stops playback and returns the movie to the beginning.

④	Play button	Plays from the current position of the play position slider.
⑤	Pause button	Pauses playback.
⑥	Time display	Displays the currently accumulated playing time of the movie or sound file being previewed.
⑦	Volume control	Drag the slider to control volume.

Preview mode



Click the [Preview Mode] button.



①	Monitor	Click the [Play] button to preview the media stream currently being edited.
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②	Preview range select slider	Defines the range of the media stream to be previewed.
③	Stop button	Stops playback and returns the movie to the beginning.
④	Play button	Plays from the current position of the play position slider.
⑤	Pause button	Pauses playback.
⑥	Time display	Displays the currently accumulated playing time of the movie or sound file being previewed.
⑦	Volume control	Drag the slider to control volume.
⑧	Play position slider	The position at which to begin playback can be defined by dragging the slider.



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Create new project



While the media stream is being edited and before it is saved as an MPEG1 file, it exists as a project. Saved projects (which have not yet been formatted as MPEG1 files) are called project files.

Open a project file



Clicking this button displays the 'Open' dialog box, allowing you to browse the folders on your computer.

Save project



Clicking this button displays the 'Save As' dialog box. Enter the file name and click [Save] once you have defined a location on your computer where you would like the project to be stored.

Movie display button



Displays only thumbnails of movie files existing in the current album.

Since they can also be added to the media stream, still picture files are treated as movies, the "playing time" of which you can set yourself.

Sound file display button



Displays only thumbnails of sound files existing in the current album.

Transition effect display button



Displays thumbnails corresponding to the transition effects that can be used by ImageMixer.

Title display button



Displays thumbnails of titles created in the [Layout Environment](#).

Generate movie



Clicking this button saves the edited media stream as an MPEG1 movie file. Enter the file name and click [Save] once you have defined a location on your computer where you would like the movie to be stored.

Select album

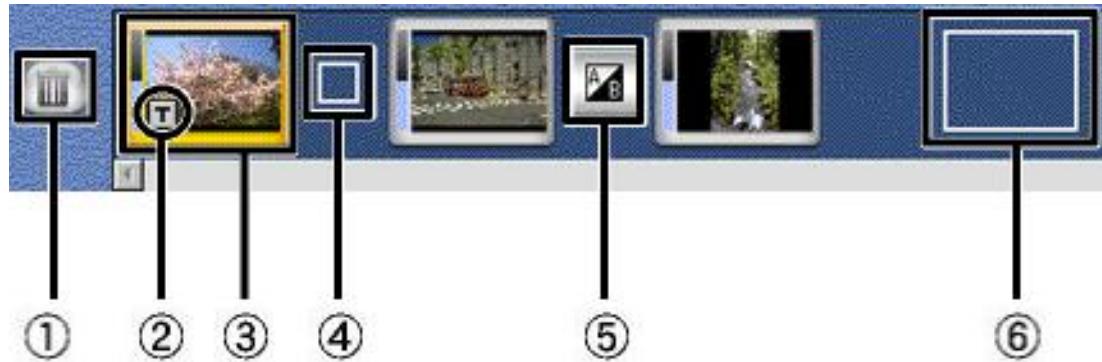


Select which thumbnails you wish to appear in the [thumbnail list window](#). When you click the arrow, a dropdown list of available album files will be displayed.



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Movie files (and picture files which are treated as movie files) can be arranged on the Storyboard by dragging & dropping their thumbnails from the thumbnail list window.

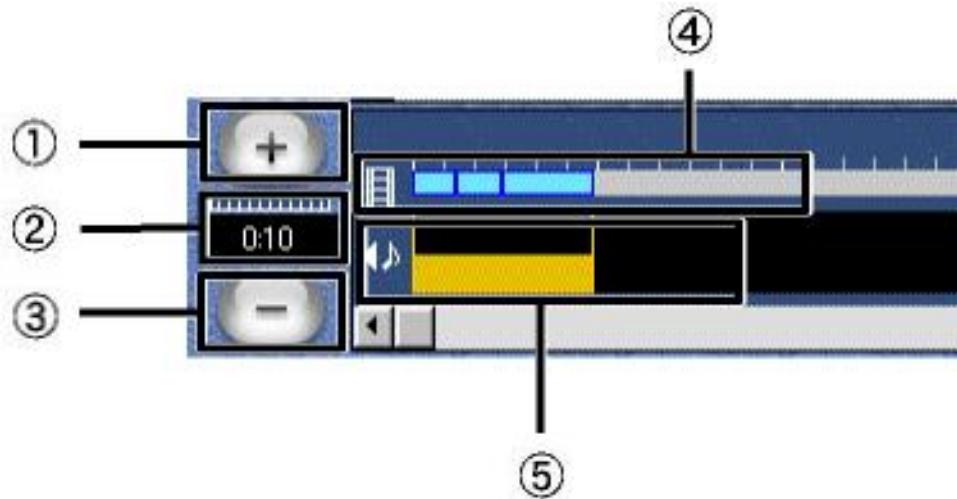


①	Trash can button	Click to delete a selected movie clip, sound clip, or transition effect from the storyboard or timeline. The source file is not deleted.
②	Title icon	This icon indicates clips in which titles have been inserted. Double-clicking a clip thumbnail with this icon will open the Movie Editor . From there, switch to the title editing mode to make changes relative to the appearance of the title within the clip.
③	Clip thumbnail	This is the term given to the graphic representation of movies or still picture files that have been placed on the storyboard. Double-clicking a clip thumbnail will open the Movie Editor , whereby you can perform operations such as movie trimming.
④	Transition box	Indicates an area in the media stream into which transition effects may be added by dragging transition effect thumbnails from the thumbnail list window.
⑤	Transition effect thumbnail	This icon indicates the location of a transition effect which has already been added to the media stream. Double-clicking it will open the Transition Settings .
⑥	Clip box	Indicates an area in the media stream into which editable media may be added by dragging thumbnails from the thumbnail list window.



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The timeline provides you with a graphic representation of exactly where each media clip appears in the media stream. Thumbnails corresponding to sound media can be dragged to the timeline and then moved to play automatically at specified points in the linear sequence of streaming media.



①	Decrease Increment button	Expands the scale of the timeline (decreases the number of measured increments on the clip ruler), thereby facilitating detailed editing of the media stream.
②	Increment display	Indicates the length of time that elapses between each line on the clip ruler.
③	Increase Increment button	Shrinks the scale of the timeline (increases the number of measured increments on the clip ruler), thereby facilitating rough editing of the media stream.
④	Clip ruler	Indicates the exact starting and stopping points of visual media clips arranged on the Storyboard .
⑤	Soundtrack	Dragging & dropping sound file thumbnails from the thumbnail list window adds them to the movie soundtrack. Once added, sound clips can be dragged to the desired position within the media stream. Placing your mouse pointer at either end of a sound clip makes it possible to trim the play duration of the sound and double-clicking the sound clip opens the sound editor, whereby you can also Trim the sound and control other aspects related to this particular sound.



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Movie files (and picture files treated as movie files) can be arranged on the [Storyboard](#) by dragging & dropping their thumbnails from the thumbnail list window. If necessary, ImageMixer will automatically export an MPEG1 version of the media to facilitate the editing process.

1. Double-click a movie clip already placed on the Storyboard.

When a movie or still picture file arranged on the Storyboard is not in the MPEG1 format used in the Movie edit mode, ImageMixer will automatically export the file as an MPEG1 formatted file. In this case, the original file remains and the exported file that is created is saved and added to the album.

In Macintosh, when a movie file is arranged on the Storyboard system memory is consumed. When many movie files are arranged and there is a low amount of free memory an insufficient memory error message may be displayed. In this case, increase the amount of free memory by increasing the virtual memory size. Virtual memory size can be adjusted from the memory control panels under the Apple menu.

2. The Movie Editor window will appear.

3. Use the play position slider to define the point (frame) at which you want the movie to begin playing. Click the [In-point] button.

4. Use the play position slider to define the point (frame) at which you want the movie to stop playing. Click the [Out-point] button.

5. Preview the edited scene by clicking the [Trimmed range preview] button.

6. Click the [OK]  button to accept the defined range.

Movie editor window (trimming options)



<p>①</p> <p>Movie Editor button</p>	<p>Switches, if necessary, to the movie edit mode.</p>	<p>⑩</p> <p>Trimming range bar</p>	<p>Displays the first frame of the selected trimming range. Double-clicking this window returns the play position slider to the trimming range in-point.</p>
<p>②</p> <p>Monitor</p>	<p>Displays the movie to be edited.</p>	<p>⑪</p> <p>Single Increment Rewind button</p>	<p>Rewinds the movie one increment.</p>

③	Trimming range bar	Indicates trimmed range	⑫	Single Increment Advance button	Advances the movie one increment.
④	Play position slider	Used to define the play position and the in/out-points relative to the movie currently being edited. Drag the slider to adjust position.	⑬	Out-point frame window	Displays the last frame of the selected trimming range. Double-clicking this window returns the play position slider to the trimming range out-point.
⑤	Stop button	Stops playback, and returns the slider to the beginning of the movie.	⑭	Incrementation selector	Defines the duration (in seconds) of each increment.
⑥	Play button	Plays from the current position of the play position slider.	⑮	Clip duration	Indicates the total playing time of the trimmed movie clip.
⑦	Pause button	Pauses playback.	⑯	In-point button	Click this button to define the starting point of the trimmed movie clip.
⑧	Time display	Displays the currently accumulated playing time of the movie or sound file being previewed.	⑰	Trimmed Range Preview button	Plays the trimmed movie clip from in-point to out-point.
⑨	Volume control	Drag the slider to control volume.	⑱	Out-point button	Click this button to define the ending point of the trimmed movie clip.



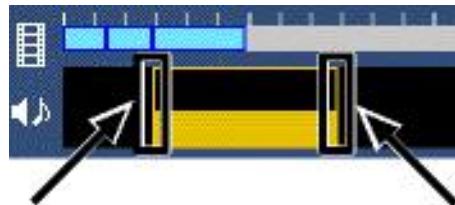
Various operations, such as trimming, fade-in/fade-out settings, and volume level, can be performed relative to both primary and superimposed soundtracks.

Primary soundtrack editing

Double-click the thumbnail of a movie file on the [Storyboard](#) to display the Movie Editor. From there, click the [Sound Editor] button. Here operations can be performed relative to trimming, fade-in/fade-out settings, and volume level.

Trimming superimposed sound

Upon placing your mouse pointer at either end of a superimposed sound clip, the standard mouse pointer turns into a two-way arrow type pointer. Drag this pointer to trim the play duration of the sound.



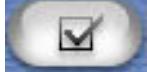
Editing superimposed sound

Double-click the sound icon on the [Timeline](#) that is associated with the sound you want to edit. The [Sound Editor](#) will appear, allowing you to make changes relative to trimming, volume level and fade-in/fade-out points.



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Defining fade-in/fade-out settings

1. Double-click the thumbnail of a movie file on the [Storyboard](#) to display the Movie Editor. From there, click the [Sound Editor] button.
2. Drag the fade-in slider to define the ending time of the soundtrack fade-in. The play position slider moves simultaneously with the fade-in slider, so the fade-in time can be set in relation to the desired movie frame.
3. Drag the fade-out slider to set the starting time of the soundtrack fade-out. The play position slider moves simultaneously with the fade-out slider, so the fade-out time can be set in relation to the desired movie frame.
4. Drag the volume level slider to adjust the volume level.
5. Click the [OK]  button to apply the changes you have made.

Confirm that you have made the desired changes by playing the movie in the [Preview Mode](#), as changes will not be reflected in the editing mode.

Sound Editor window



①	Sound editor window	Switches, if necessary, to the sound edit mode.	⑨	Time display	Displays the currently accumulated playing time of the movie or sound file being previewed.
②	Monitor	Displays the movie to be edited.	⑩	Volume control	Drag the slider to control playback volume.

③	Play position slider	Used to define the play position relative to the movie currently being edited.	⑪	Fade-out slider	Drag the slider to set the starting time of the soundtrack fade-out.
④	Stop button	Stops playback, and returns the slider to the beginning of the movie.	⑫	Volume level display	Indicates the soundtrack volume level setting.
⑤	Fade-in slider	Drag the slider to set the ending time of the soundtrack fade-in.	⑬	Fade-in ending time display	Indicates time (from beginning of clip) of fade-in ending position.
⑥	Volume level control	Drag the slider to edit volume.	⑭	Fade-out starting time display.	Indicates time (from end of clip) of fade-out starting position.
⑦	Play button	Plays from the current position of the play position slider.	⑮	OK button	Applies changes and closes window.
⑧	Pause button	Pauses playback.	⑯	Close button	Cancels changes and closes window.



Defining fade-in/fade-out settings

1. Double-click the sound file on the [Timeline](#) to display the Movie Editor. From there, click the [Sound Editor] button.
2. Drag the fade-in slider to define the ending time of the soundtrack fade-in.
The play position slider moves simultaneously with the fade-in slider, so the fade-in time can be set in relation to the desired movie frame.
3. Drag the fade-out slider to set the starting time of the soundtrack fade-out.
The play position slider moves simultaneously with the fade-out slider, so the fade-out time can be set in relation to the desired movie frame.
4. Drag the volume level slider to adjust the volume level.

5. Click the [OK]  button to apply the changes you have made.

Confirm that you have made the desired changes by playing the movie in the [Preview Mode](#), as changes will not be reflected in the editing mode.

Sound Editor window



①	Monitor	Displays the portion of the media stream to which the sound to be edited has already been superimposed.	⑩	Fade-out slider	Drag the slider to set the starting time of the soundtrack fade-out.
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<p>②</p>	<p>Play position slider</p>	<p>Used to define the play position relative the media stream to which the sound to be edited has already been superimposed.</p>	<p>⑪</p>	<p>Superimposed sound play position slider</p>	<p>Drag to define play position of the superimposed sound. The monitor play position slider will move simultaneously.</p>
<p>③</p>	<p>Stop button</p>	<p>Stops playback, and returns the slider to the beginning of the movie.</p>	<p>⑫</p>	<p>Superimposed Sound Play button</p>	<p>Plays superimposed sound from the current position on the sound play position slider.</p>
<p>④</p>	<p>Play button</p>	<p>Plays from the current position of the play position slider.</p>	<p>⑬</p>	<p>Volume level display</p>	<p>Indicates the soundtrack volume level setting.</p>
<p>⑤</p>	<p>Pause button</p>	<p>Pauses playback.</p>	<p>⑭</p>	<p>Fade-in ending time display</p>	<p>Indicates time (from beginning of clip) of fade-in ending position.</p>
<p>⑥</p>	<p>Time display</p>	<p>Displays the currently accumulated playing time of sound file being previewed.</p>	<p>⑮</p>	<p>Fade-out starting time display.</p>	<p>Indicates time (from end of clip) of fade-out starting position.</p>
<p>⑦</p>	<p>Volume level display</p>	<p>Indicates the soundtrack volume level setting.</p>	<p>⑯</p>	<p>OK button</p>	<p>Applies changes and closes window.</p>
<p>⑧</p>	<p>Fade-in slider</p>	<p>Drag the slider to set the ending time of the soundtrack fade-in.</p>	<p>⑰</p>	<p>Close button</p>	<p>Cancels changes and closes window.</p>
<p>⑨</p>	<p>Volume level control</p>	<p>Drag the slider to edit volume.</p>			

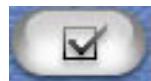
ImageMixer allows you to insert titles you created in the [Layout Environment](#) into a movie.

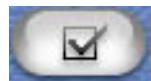
1. Click the [Title]  button.

2. **thumbnails of available titles will be displayed in the thumbnail list window. Drag the title thumbnail you wish to use directly into the desired movie clip already placed on the Storyboard.**
3. **A [T] will appear in the lower left-hand corner of the movie clip thumbnail into which the title has been inserted.**

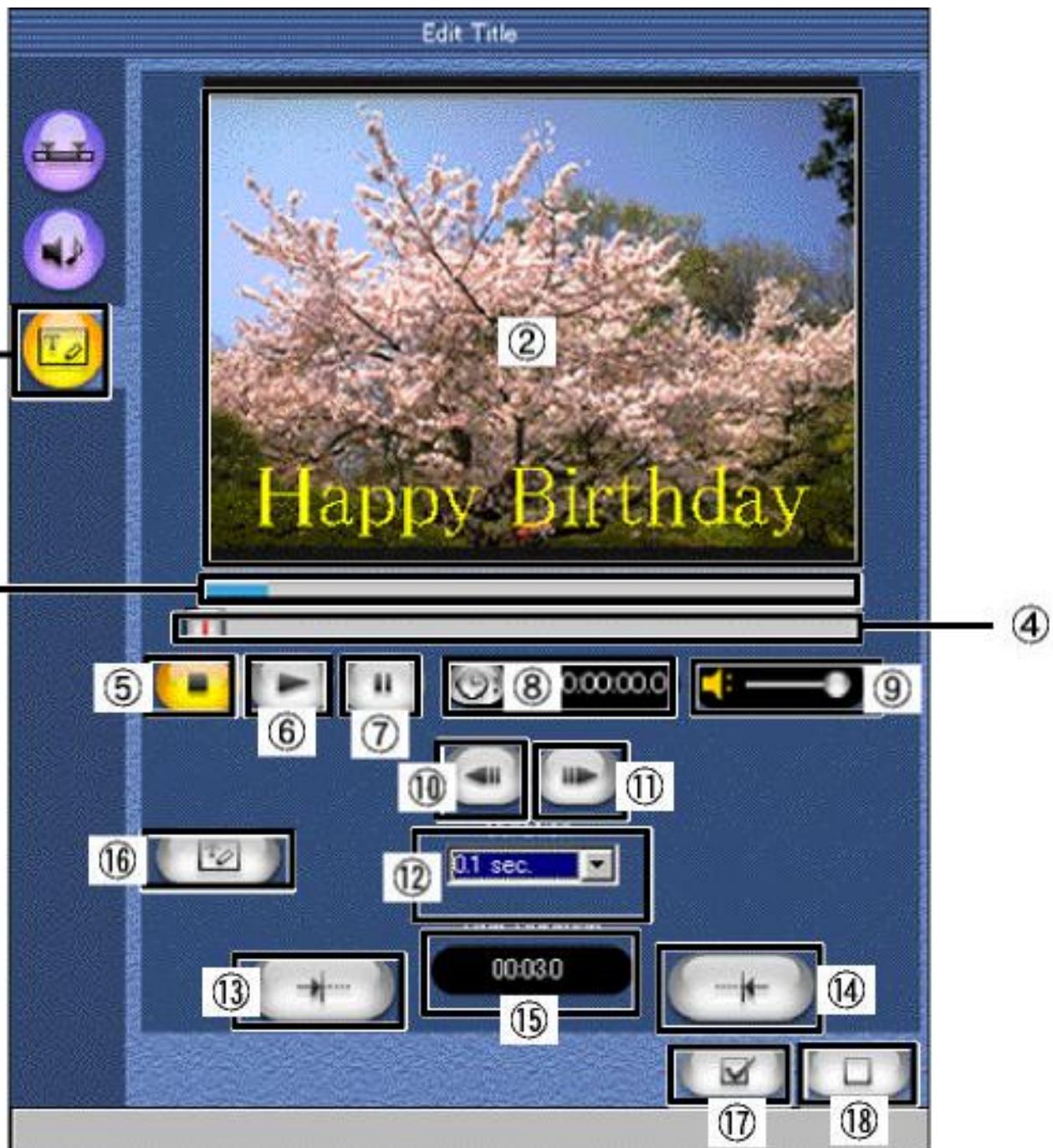


4. **Double-click the movie clip containing the title. This will open the Movie Editor. From there, click the [Title Editor] button.**
5. **Changes can be made relative to the range of the movie clip in which the title appears (in-point and out-point) as well as whether you would like the title to appear at all.**



6. **Click the [OK]  button to apply changes and exit the window.**

Title Editor window

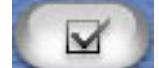


①	Title Editor button	Switches, if necessary, to the title edit mode.	⑩	Single Increment Rewind button	Rewinds the movie one increment.
②	Monitor window	Displays the movie being edited.	⑪	Single Increment Advance button	Advances the movie one increment.
③	Title range bar	Indicates the range of the associated movie clip in which the title is to appear.	⑫	Incrementation selector	Defines the duration (in seconds) of each increment.

④	Play position slider	Defines the in/out-points by dragging the slider.	⑬	In-point button	Click this button to define the point at which you wish the title to appear.
⑤	Stop button	Stops playback, and returns the slider to the beginning of the movie.	⑭	Out-point button	Click this button to define the point at which you wish the title to disappear.
⑥	Play button	Plays from the current position of the play position slider.	⑮	Title Display Time	Displays the total time the title appears.
⑦	Pause button	Pauses playback.	⑯	On/off button	Defines whether or not the title appears at all.
⑧	Time display	Displays the currently accumulated playing time of the movie being previewed.	⑰	OK button	Applies changes and closes window.
⑨	Volume control	Drag the slider to control volume.	⑱	Close button	Cancels changes and closes window.



When you create a movie by combining two or more movie clips, ImageMixer allows you to insert ready-made transition effects between the scenes.

1. Click the **[Transition Effects]**  button.
2. Drag & drop the desired transition effect thumbnail into the transition box (which appears between any two movie clip thumbnails) on the [Storyboard](#).
3. Double-click the transition effect thumbnail on the storyboard to open the Transition Settings window.
4. Use the slider to drag either the starting point or the end point of the transition effect. The point not being dragged will be set automatically.
5. Click the **[OK]**  button to apply changes and exit the window.

Transition Settings window



①	Start point preview	Displays the first frame of the selected transition range.
②	End point preview	Displays the last frame of the selected transition range.
③	Transition effect duration display	Indicates the total time (in seconds) currently applied to the transition effect.
④	Maximum duration display	Indicates the maximum time the transition effect may be shown. The maximum time here will always be exactly the length of the shorter of the two movie clips.
⑤	Start point slider	Drag this slider to define the starting point of the transition effect. The point not being dragged will be set automatically.
⑥	End point slider	Drag this slider to define the ending point of the transition effect. The point not being dragged will be set automatically.
⑦	Increase Duration button	Increases, one frame at a time, the length of time the transition effect appears.
⑧	Decrease Duration button	Decreases, one frame at a time, the length of time the transition effect appears.
⑨	Transition Effect Settings button (Macintosh only)	Allows changes to certain aspects of the currently selected transition effect.
⑩	OK button	Applies changes and closes window.
⑪	Close button	Cancels changes and closes window.



Saving unfinished projects

While the media stream is being edited and before it is saved as an MPEG1 file, it exists as a project. Saved projects (which have not yet been formatted as MPEG1 files) are called project files. Saving projects allows you to work on them at a later time.

1. **Click the Save Project**  **button.**
2. **The 'Save As' dialog box will appear. Enter the file name and click [Save] once you have defined a location on your computer where you would like the project to be stored.**

To open a saved project, click the Open Project File  button. Clicking this button displays the 'Open' dialog box, allowing you to browse the folders on your computer.

Generate movie

ImageMixer saves completed projects as MPEG1 movies.

1. **Click the Generate Movie**  **button.**
2. **The 'Save As' dialog box will appear. Enter the MPEG1 file name and click [Save] once you have defined a location on your computer where you would like the movie to be stored.**

The saved MPEG1 movie will be added to the currently selected album.

Additional information about generating movies

ImageMixer is a powerful application when it comes to generating movies in that it allows you to create movies in MPEG1 format, a hallmark of which is that the only visual media which actually needs to be rewritten to disk are those portions in which transition effects or titles appear. Since the remaining portions do not need to be rewritten in this way, they experience no deterioration of image quality. As for sound media, they are completely re-encoded.



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Click the [Preferences]  button.

Still Picture Capture Setting

When still pictures are arranged on the storyboard, they are automatically enlarged or reduced according to the size of the movie clips used. Checking 'Lock aspect ratio' prevents changes to the proportions of still pictures added to movies you create yourself.

Soundtrack Grid Setting

Checking 'Snap to stream grid' will allow sound media to be easily placed in the soundtrack according to other items placed in the media stream.

MPEG1 Quality Settings

This section allows you to select the image quality of MPEG1 movies you create yourself. The higher the quality setting, the more disk space required.

Work Disk Setting (Macintosh only)

Defines the disk to be used as virtual memory for temporary files.

ImageMixer helps you use still pictures and design tools to create your own 3.9 X 5.8 inch (100 X 148 mm) postcards, as well as labels for video tapes, disks, etc. You can also create titles to be inserted into your own movie media streams.

Opening Layout Environment

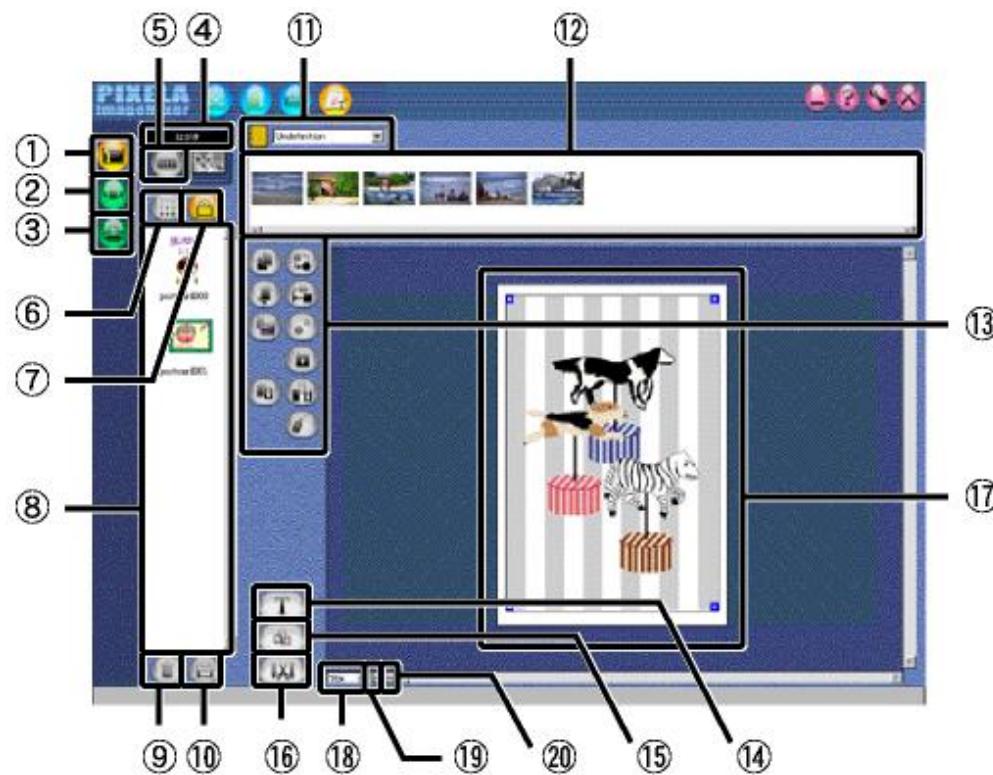
1. Open ImageMixer.



2. Double-click the [Layout Environment] [Selector](#) or [Mode Select Bar](#).

The display will be switched to the layout window.

Layout window

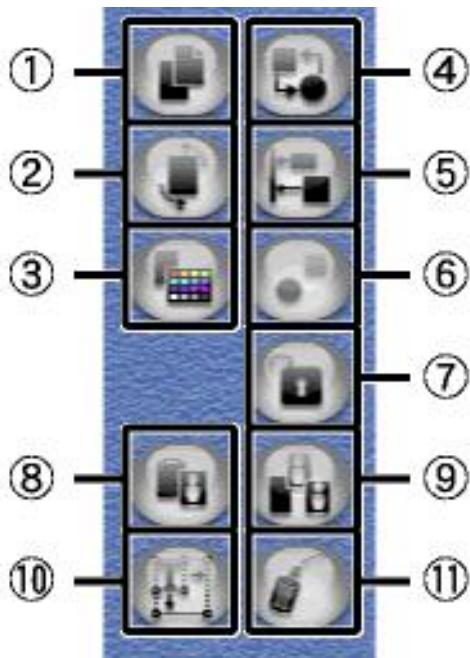


①	Layout button	Click to select layout mode.
②	Preview button	Click to display current layout in the preview window. This button is not displayed when working with titles.
③	Print button	Click to print the current layout. This button is not displayed when working with titles.

④	Layout menu display	Displays the type of layout currently shown in the layout menu.
⑤	Layout Menu button	Click to change the layout type from the layout menu.
⑥	Template button	Click to display ImageMixer's pre-designed templates in the template list window.
⑦	Custom Template button	Click to display custom templates in the template list window.
⑧	Template list window	Displays templates and custom templates.
⑨	Custom Template Delete button	Click to delete the custom template selected in the template list window.
⑩	Save button	Click to save the current design as a custom template.
⑪	Album select menu	Click to select an album from the dropdown list.
⑫	Thumbnail list window	Thumbnails from the currently selected album are displayed in a list. Only still picture thumbnails are displayed.
⑬	Task panel	Buttons for layout/object-related operations are arranged on this panel. The buttons displayed depend on the type of layout and object selected.
⑭	Create Text button	Click to create new text.
⑮	Create Shape button	Click to create a new shape.
⑯	Image Edit button	Click to edit the currently selected image object.
⑰	Layout area	Area used to arrange objects such as images, shapes and text.
⑱	Magnification display	Displays the magnification of the layout area as a percent.
⑲	Zoom In button	Click to increase the magnification of the layout area.
⑳	Zoom Out button	Click to decrease the magnification of the layout area.



Task panel



①	Create New button	Click to create a new layout.
②	Orientation button	Click to change the orientation (horizontal/vertical positioning) of the current layout.
③	Background Color button	Click to change the background color.
④	Overlap Order button	Click to change the order of the selected overlapping objects.
⑤	Alignment button	Click to line up selected objects in relation to one another.
⑥	Group button	Click to work with the selected objects while maintaining their position with one another. When a group is already set, clicking this button will release them from the group.

⑦	<u>Lock</u> button	Click to lock or unlock the position of the selected object(s).
⑧	<u>Copy</u> button	Click to copy the selected object(s).
⑨	<u>Paste</u> button	Click to paste copied object(s).
⑩	<u>Transform Text</u> button	Click to allow changes to the 3-dimensional properties of the selected text. (Windows only)
⑪	<u>Delete</u> button	Click to delete the selected object(s).



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Selecting layout type

1. Open the Layout Environment.



2. **Click the [Layout Menu] button.**

[The layout menu](#) dialog box is displayed.

3. **Select the layout type from the layout menu.**

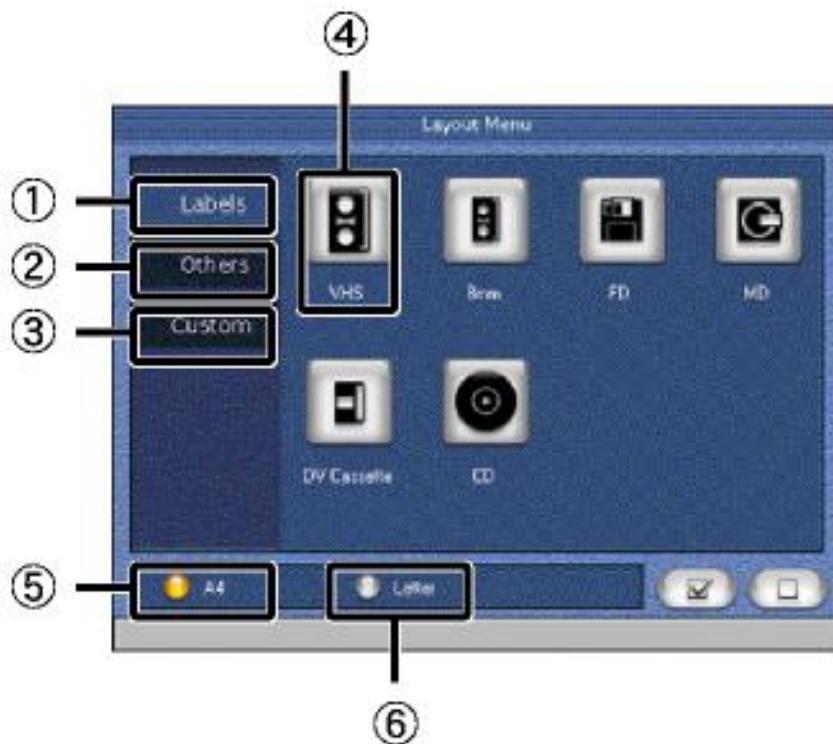


In the menu window, click the desired layout type and click the [OK]  button. The layout type can also be selected by double-clicking its icon.

In Macintosh, click the layout menu to select the layout type.

In the Layout Environment, the size of the layout is acquired from the paper size of the printer. When the printer driver is not specified, a new layout cannot be created and an error message will be displayed when the Layout menu is selected. In Windows, right-click the printer driver and select [Set As Default]. In Macintosh, select the printer driver from the [Chooser] under the [Apple] menu. If you don't have a printer connected to your machine, select a printer driver that is pre-installed in your computer.

Layout menu



①	Labels tab	Click to display the layout types for VHS tape, 8mm tape, floppy disk, MD, DV cassette and CD labels.
②	Others tab	Click to display title and postcard layouts.
③	Custom tab	In Windows, click to display the list of printer paper types. In Macintosh, the custom button is displayed.
④	Layout Type button	Click to select the desired layout type. Click the [OK] button to start working on the layout.
⑤	A4 button	Select to start the layout in A4 size. This is only displayed after selecting ①.
⑥	Letter button	Select to start the layout in letter size. This is only displayed after selecting ①.

Available layouts

■ Labels

VHS	Create a VHS tape label.
8mm	Create an 8mm tape label.
FD	Create a floppy disk label.
MD	Create a Mini Disc label.
DV cassette	Create a digital video camera cassette label.
CD	Create a CD jewel case insert.

■ Others

HAGAKI	Create a 3.9 X 5.8 inch (100 X 148 mm) postcard layout.
Title	Create a title to be inserted into a movie media stream .

■ Custom

In Windows, suitable paper sizes are displayed in a list.

In Macintosh, the [Custom] button is displayed. Click it to display the paper settings dialog box for the currently selected printer.

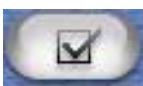
Layout will start using the selected paper size.



Creating a new layout



Create a new layout by clicking the [Create new] button in the task panel. If a layout is currently displayed, a dialog box will appear asking if you want to save the current layout.

Click the [OK]  button to save the current layout. Environment a name for the layout in the next dialog box and click the [OK]  button. After saving, a new layout will be displayed.

Click the [No]  button to create a new layout without saving the current layout. A new layout will then be displayed.

Click the [Cancel]  button to cancel creating a new layout, and return to the currently displayed layout.

Changing the orientation of a layout



Click the  or  [Orientation] button to change the vertical/horizontal positioning of the current layout. If a layout is currently displayed, a dialog box will appear asking if you want to save the current layout. See [Creating a new layout](#).

Changing background color



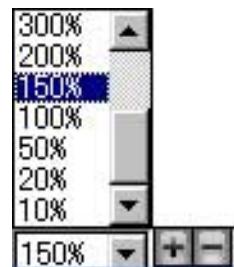
Click the [Background Color] button to change the current layout's background color. The [color palette](#) will be displayed, allowing you to select a new background color.

To undo any actions here, set the color to white or [create a new layout](#).

Magnifying or reducing layout display

Click the [Magnify] button to enlarge the layout display by increments. Click the [Reduce] button to shrink the layout display by increments.

You can also select a layout display size by clicking the magnification display window.



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Save layout



Click the [Save] button to save the currently displayed layout.

A dialog box will be displayed. See [Creating a new layout](#).

Saved layouts are referred to as custom templates. Click the [Custom Templates]



button to see the saved custom template in the custom template list window. Newly saved layouts (custom templates) will be added to the end of the list.

■ Custom template save location

In Windows, custom templates are saved in the Program

Files>Pixela>ImageMixer>User Data>Layout Menu Display>Custom Templates.

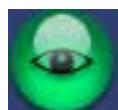
In Macintosh, custom templates are saved in the following location: 'ImageMixer: User Data: Layout Menu Display: Custom Templates.'

Delete layout



Click the [Delete] button to delete the layout selected in the template list window.

Preview layout



Click the [Preview] button to preview the current layout before printing.

When the preview is being displayed, the buttons on the [Mode Select Bar](#) do not work. The [Preview] button is not displayed when 'Title' is selected from the layout menu.

Print layout



Click the [Print] button to print the current layout. In Windows, the print settings dialog box will be displayed. In Macintosh, select the paper size to be used in the paper settings dialog box chosen under Selector. In both cases, continue by clicking the [OK] or [Print] button.

The [Print] button is not displayed when 'Title' is selected from the layout menu.



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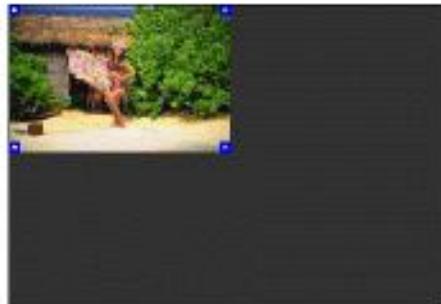
Arranging Objects

See [Arranging and editing text objects](#) to learn about character objects, [Arranging and editing figure objects](#) to learn about figure objects, and [Arranging and editing image objects](#) to learn about image objects.

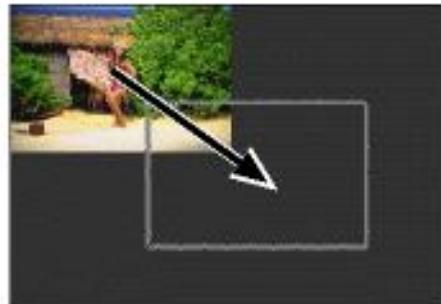
Moving objects

Click and drag to move objects.

①



②



③



① Right-click on an object, hold down the mouse button, ② drag the object to the desired location, and finally ③ release the mouse button.

Click inside the object to be moved (inside the [Blocks](#)). If you click and drag a [Control point](#), you will change the size of the object.

■ Moving more than one object

In Windows, select the objects to be moved and drag the one defined by the blue [Control points](#).

In Macintosh, drag any of the selected objects.

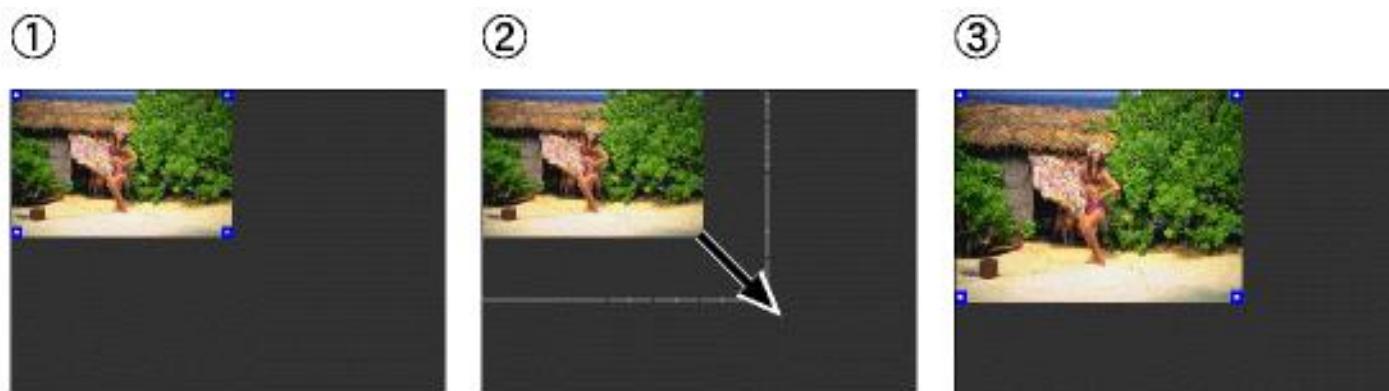
■ Moving objects with the keyboard

Use the arrow keys to move objects without using the mouse. Select one object and move it by pressing an arrow key, or hold down 'Shift' + an arrow key to move multiple objects.

In the [preferences](#) window, you can set the distance objects move each time the arrow keys are pressed. Different values can be set for both the arrow key and the 'Shift' + arrow key operations.

Changing an object's size

Drag a control point to change the size of an object.



① Right-click on a control point, hold down the mouse button, ② move the frame until the object is the desired size, ③ then release the mouse button.

Click inside the control points (inside the [Blocks](#)). If you click inside the object itself, you will move the object.

If the control points seem too small to drag, [magnify the size of the layout](#).

It is impossible to change the size of objects which are [Locked](#) or [Grouped](#), making it necessary to unlock the desired object or release it from its group.

■ Changing object size while maintaining aspect ratio

Hold down the 'Shift' key while dragging the control point.

■ Changing object size with the keyboard

You can change an object's size by using the arrow keys on your computer keyboard.

In Windows, hold down the [Ctrl] key while using the arrow keys.

In Macintosh, hold down the [Control] key while using the arrow keys.

The size of the object will change according to the direction of the arrow keys.

You can use the [preferences settings](#) to define the increments relative to the changes in size each time the arrow keys are pressed.

■ Altering text objects

Double click [text objects](#) to edit actual content, change font color, etc.



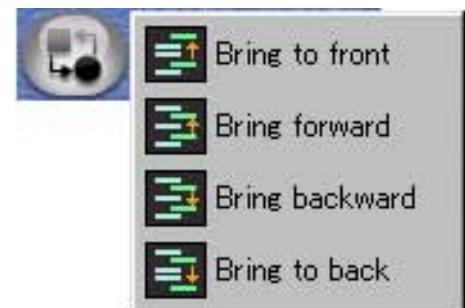
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Changing the overlap order of objects

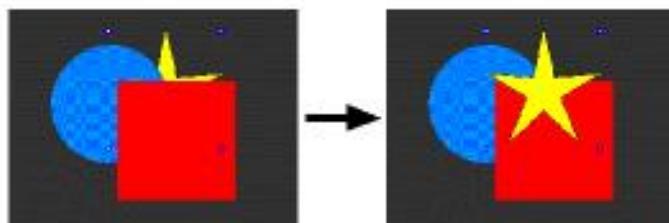
When new objects are added to the layout, they will appear on top of previously placed objects.

Select the object for which you would like to change the overlap order, and click the [Change Overlap Order] button.

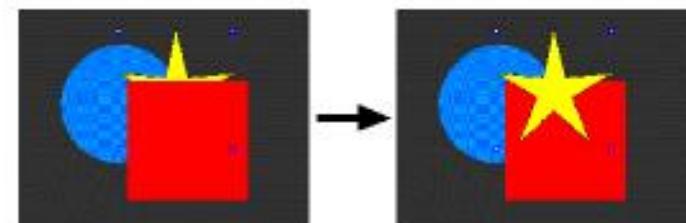
A dropdown menu will be displayed. Select the object's new position.



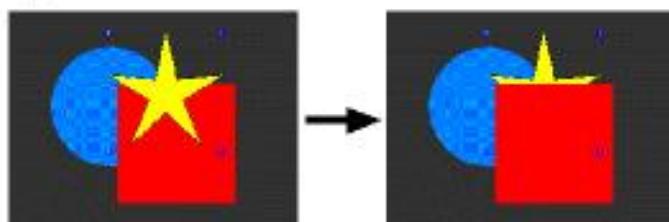
①



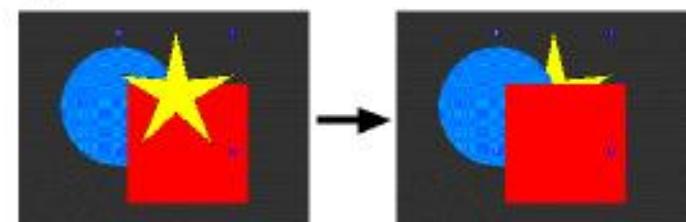
②



③



④



①	Bring to front	Moves the selected object to the front of all the overlapping objects.
②	Bring forward	Moves the selected object forward one level.
③	Bring backward	Moves the selected object backward one level.

④

Bring to back

Moves the selected object to the back of all the overlapping objects.

Aligning objects

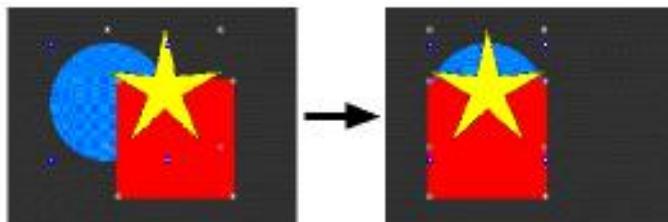
Click the [Alignment] button to align the [selected objects](#) in relation to one another. A dropdown menu is displayed. Select the objects' new alignment.

In Windows, the object defined by the blue control points will be the reference object of all selected objects.

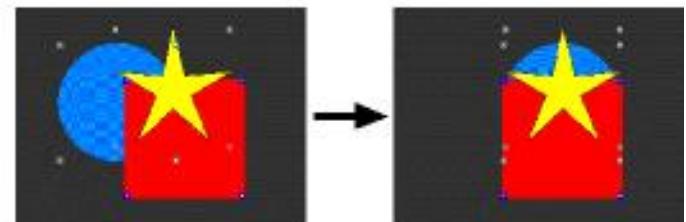
In Macintosh, the object placed farthest away in the desired direction of alignment will be the reference.



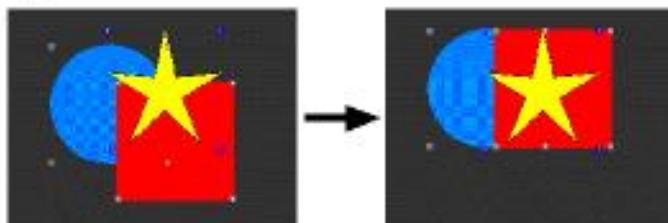
①



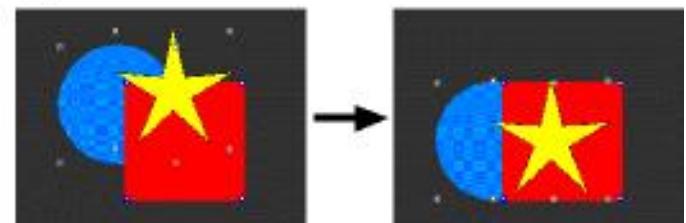
②



③



④



①

Align left

Align the left side of all selected objects according to the control points on the left side of the reference object.

②

Align right

Align the right side of all selected objects according to the control points on the right side of the reference object.

③	Align top	Align the top of all selected objects according to the control points on the top of the reference object.
④	Align bottom	Align the bottom of all selected objects according to the control points on the bottom of the reference object.



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Locking objects

When you do not wish to make further changes to a design, you can lock the objects so that they cannot be [Moved](#) or [Change size](#).



Select objects to be locked into place and click the [Lock] button. The control points of the locked object(s) will turn Yellow (Windows) or Gray (Macintosh).



The [Lock] button will change to the [Unlock] button.

When no object is selected, the [Lock]/[Unlock] button is shaded gray and cannot be clicked.

Grouping objects

Certain operations can be performed with entire groups of objects.



Select the objects to be grouped, then click the [Group] button. In Windows, the control points of the grouped objects will turn red and the [Group]



button will change to the [Release group] button. In Macintosh, the color of the control points does not change.

To release objects from a group, select the group and click the [Release Group] button.

When no object is selected, the [Group]/[Release group] button is shaded gray and cannot be clicked.

Copying and pasting objects

You can copy and paste objects when designing a layout.



Select an object and click the [Copy] button. Click the [Paste] button to paste a copy of the object in the same or a different layout.

You can copy and paste multiple objects, though doing so may take more time for your computer to execute.



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Deleting objects



Select an object and click the [Delete] button. Multiple objects may be selected and deleted at once.

Transforming 3-D appearance of text objects (Windows only)

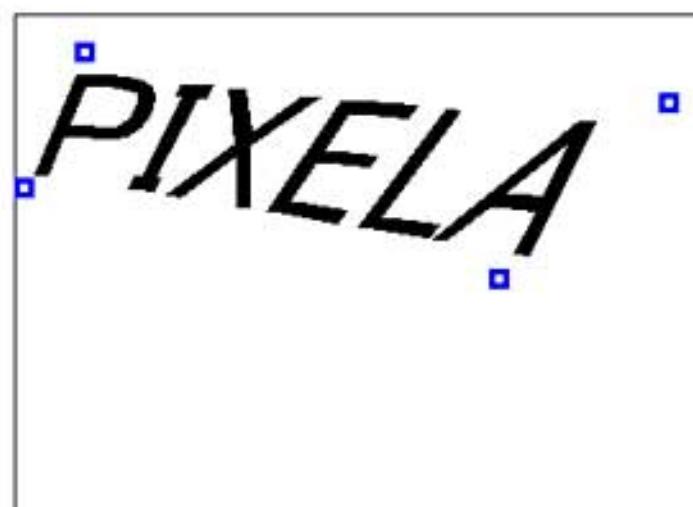
Text objects can be altered to appear 3-dimensional both on the screen and when printed out.



Select a text object and click the [Transform Text] button. Next, simply drag the desired control point(s). When the Transform Text button is displayed in



this form , clicking it will change it back to this form , thereby allowing you to change the size of the object while maintaining its original proportions.



- If the text object's Style is set to italic or bold italic, the text object cannot be transformed.

- If you make changes to the content of the actual text, be aware that you may not see those changes on the screen unless you have chosen the proper setting under 'Appearance in text box' in the Text Creator/Editor.
- Note that 3-dimensional transformations can only be done when the text box has been set to fit all text horizontally according to the longest line.
- Once you have made 3-dimensional transformations to a text object, clicking the

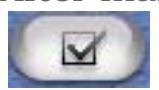


button will revert the text object back to its original appearance and size. Once you move the text box or change its size, the text box will be automatically adjusted to the new text size. Please also note that if the size of the text box is too small, it might not be displayed correctly when reverted to its original appearance. Change Font Size to avoid this.



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Creating new text and arranging it as a text object

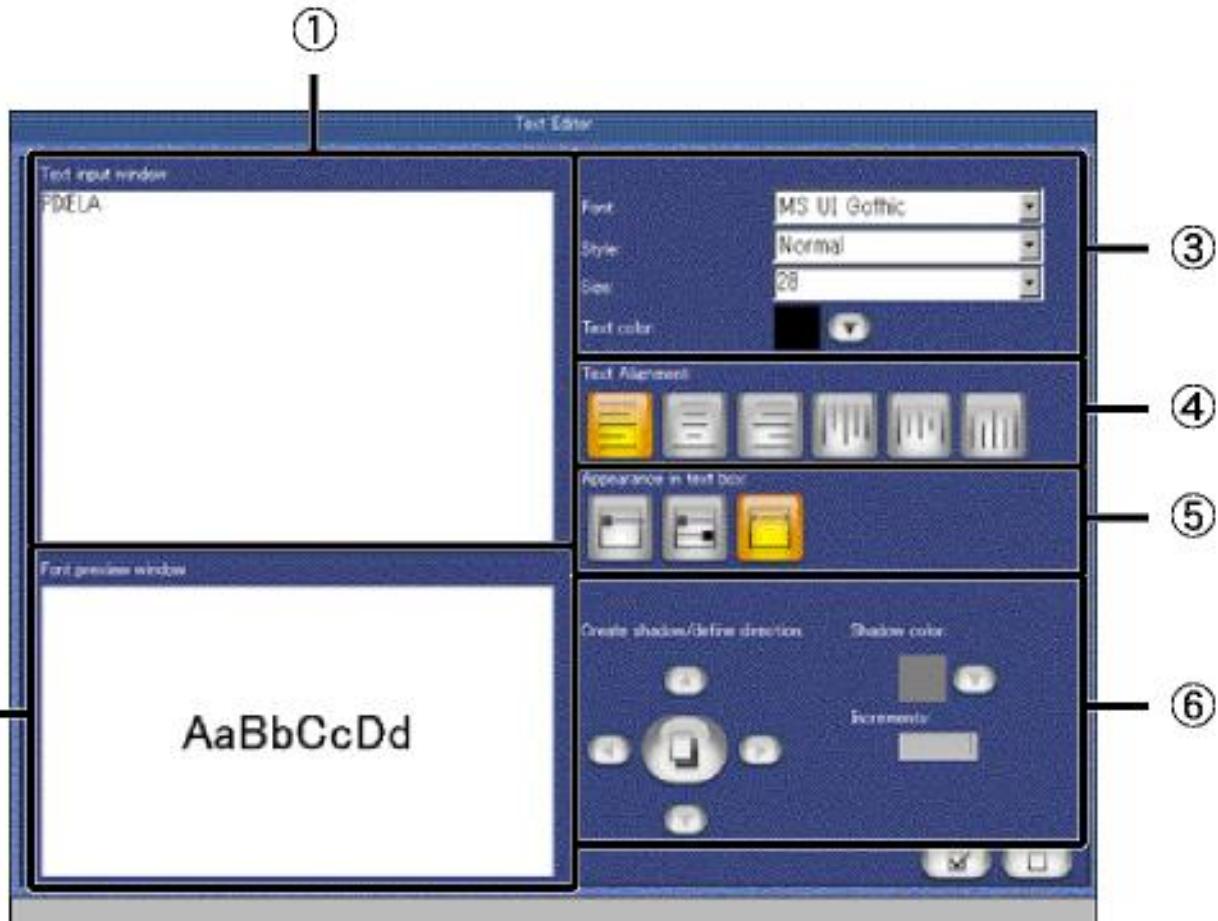
Click the [\[Create Text\]](#)  button to display the [Text Creator/Editor](#). Type the desired text in the text input window. After making the appropriate settings relative to font, color, etc., click the [\[OK\]](#)  button to arrange the text as a text object in the layout window.



Editing existing text objects

You can change settings relative to font, color, etc., and make changes to the actual content of existing text boxes by double-clicking the text object in the layout window.

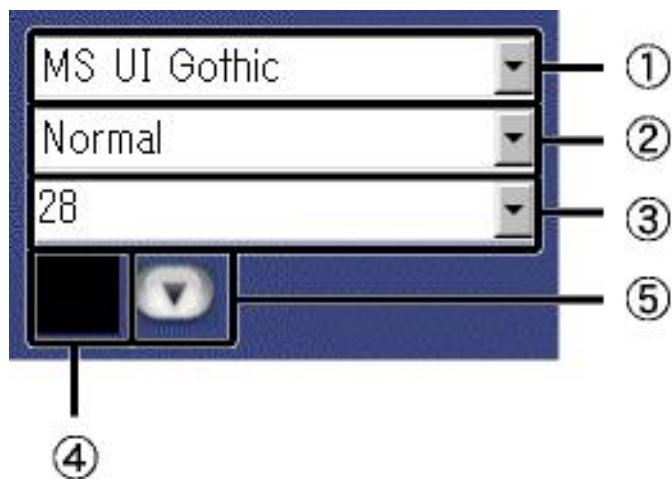
Text Creator/Editor window



①	Text Input Window	Input text to be arranged as a text object in the layout.
②	Sample Window	According to the settings in ③ and ⑥, the sample window gives you an idea of how your text will appear in the layout.
③	Style settings	These define the font, style, size, and color of the text.
④	Text alignment	Defines the alignment of text in the text box .
⑤	Appearance in text box	Defines how individual lines will appear in the text box.
⑥	Shadow settings	Allows and defines settings relative to creating shadow effects.

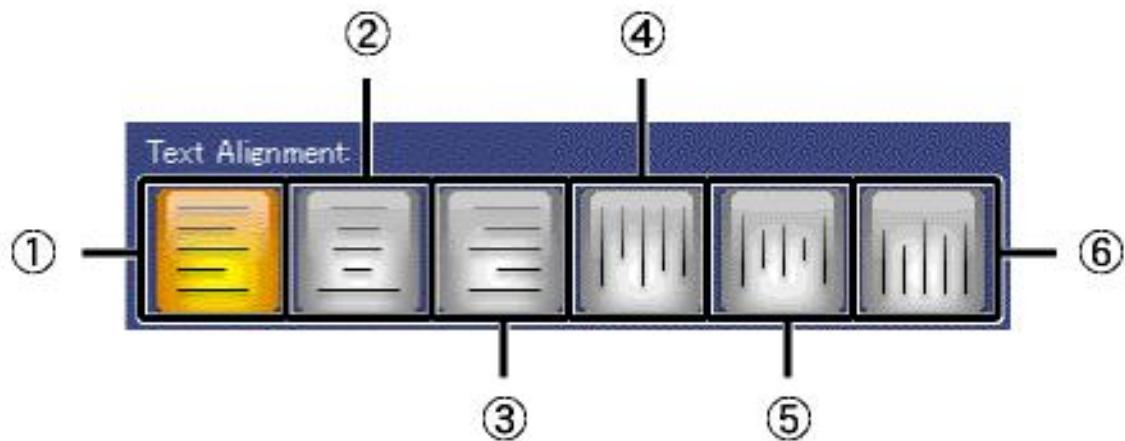
Text object settings

■ Style settings



①	Font	Defines the font, such as Times New Roman, Arial, etc.
②	Style	Defines the text style, such as italic, bold, etc.
③	Size	Defines the font size.
④	Text color	Displays the currently selected text color.
⑤	Color Select button	In order to define a color for your text, click this button to display the color palette .

■ Text alignment settings

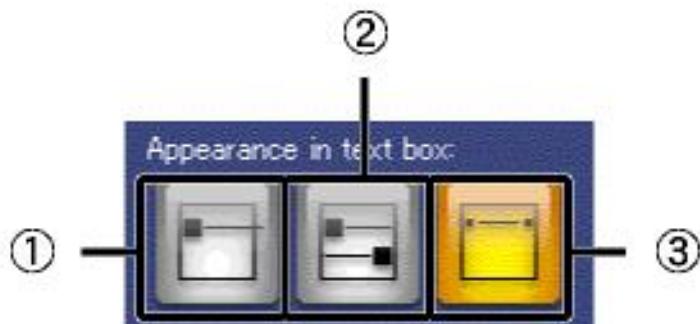


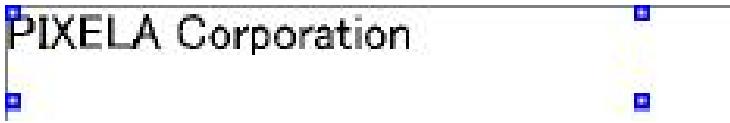
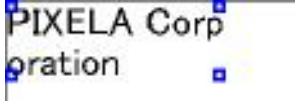
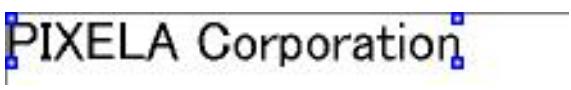
①	Align left	Arranges text horizontally along the left side of the text box.
②	Align center	Arranges text horizontally in the center of the text box.
③	Align right	Arranges text horizontally along the right side of the text box.
④	Top vertical alignment	Arranges text vertically along the top of the text box.
⑤	Center vertical alignment	Arranges text vertically in the center of the text box.
⑥	Bottom vertical alignment	Arranges text vertically along the bottom of the text box.



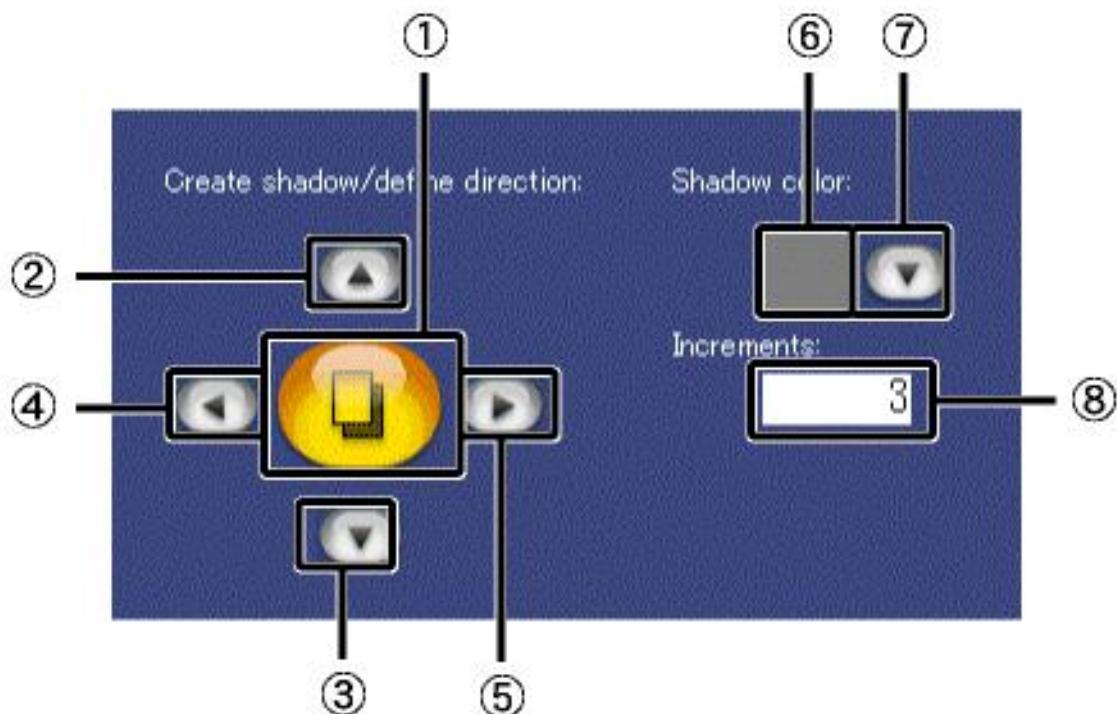
Text object settings

Text box settings



		The text in the text box is not wrapped. The text cannot be displayed any larger than the font size set.
①	No wrapping	 If the text box is too small, some text will not be displayed at all.
②	Wrapped text	The entire text will be wrapped according to the shape of the text box. 
③	Auto fit	The text size is automatically adjusted to fit the text box. 

Create shadow

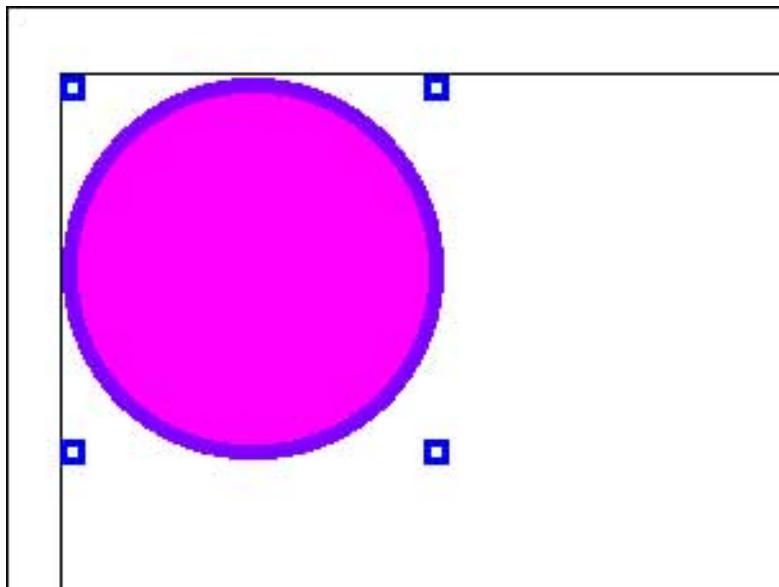


①	Create shadow	Click to add a shadow to the text.
②	Up	Click to move the shadow up.
③	Down	Click to move the shadow down.
④	Left	Click to move the shadow left.
⑤	Right	Click to move the shadow right.
⑥	Shadow color	Displays the currently selected color of the shadow.
⑦	Select color	Click to select a different color of the shadow from the color palette .
⑧	Increments	This figure defines the distance the shadow moves each time you click the ② ③ ④ or ⑤ button.

Arranging shape objects

Click the [\[Create New Shape\]](#)  button to display the [Shape Creator/Editor](#). Select a shape to work with and make the appropriate changes

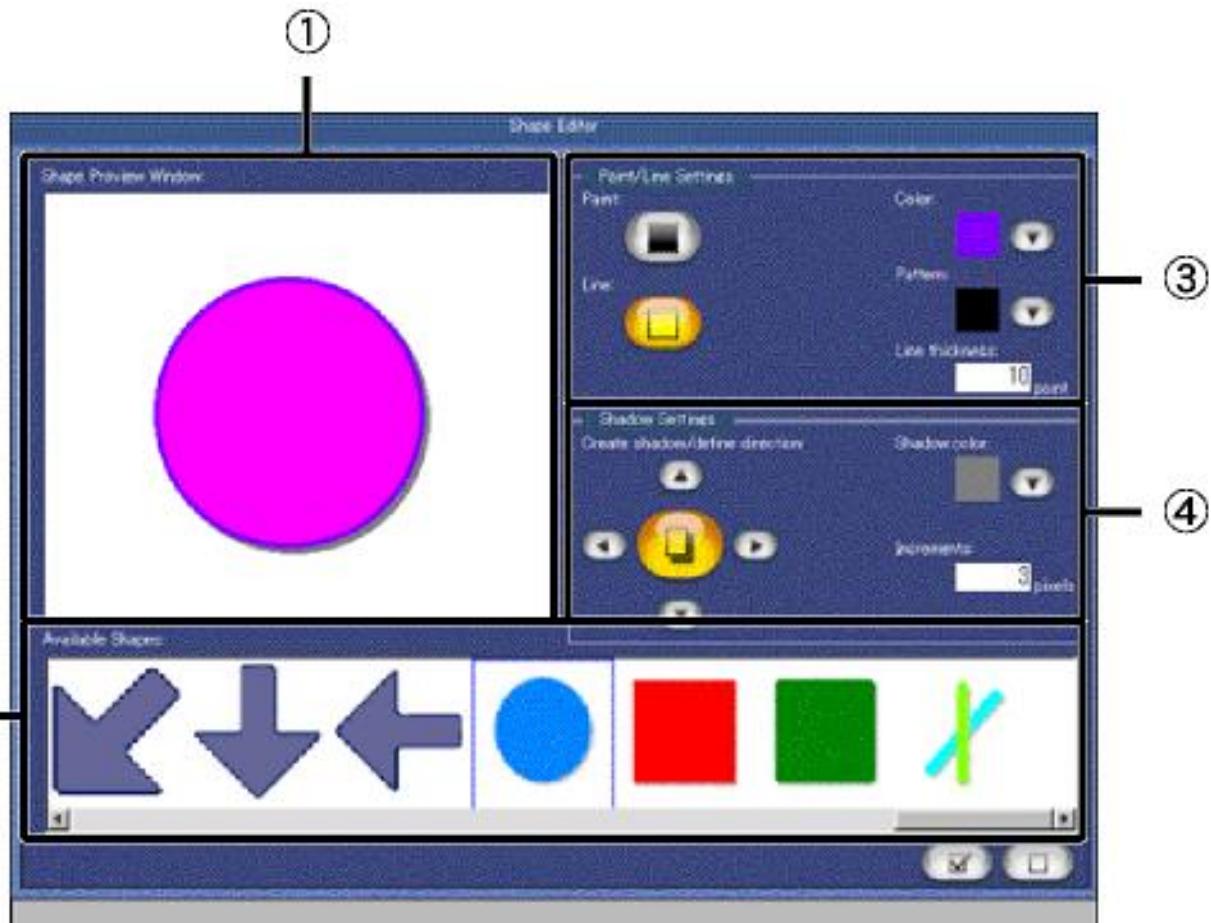
relative to color, shadow properties, etc. Click the [OK]  button to arrange the shape in the layout.



Editing shapes

Double-clicking the shape object will display the Shape Creator/Editor.

Shape Creator/Editor

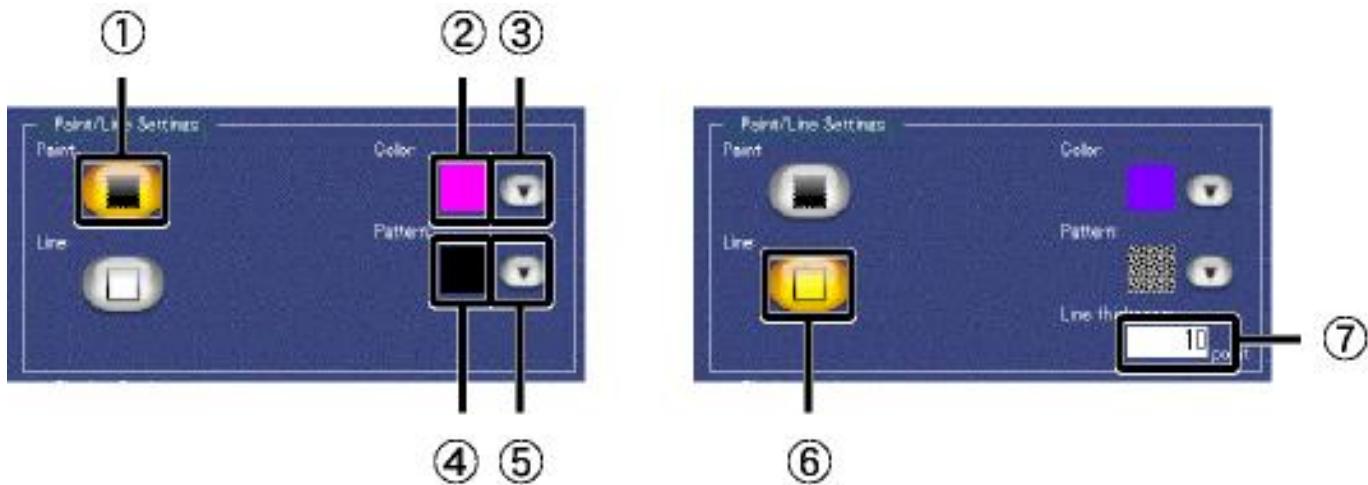


①	Shape Preview Window	Displays the current shape according to ② ③ and ④.
②	Available Shapes	Defines the shape to be arranged in the layout.
③	<u>Paint/Line Settings</u>	Defines paint and line effects.
④	<u>Shadow Settings</u>	Defines shadow effects.

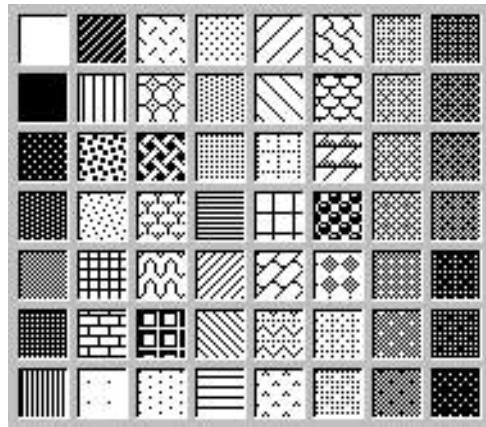


Shape object settings

■ Paint/Line Settings



①	Paint button	Click to define the color of the shape.
②	Paint/Line color	Indicates the currently selected color of the shape or its outline.
③	Color Select button	Click to display the Color palette . Select the desired color of the shape or its outline.
④	Pattern	Indicates the currently selected pattern.
⑤	Pattern Select button	Click to display the pattern palette below. Click to select the pattern of the shape or, in the case of circles, squares and rounded squares, the pattern of the surrounding line.

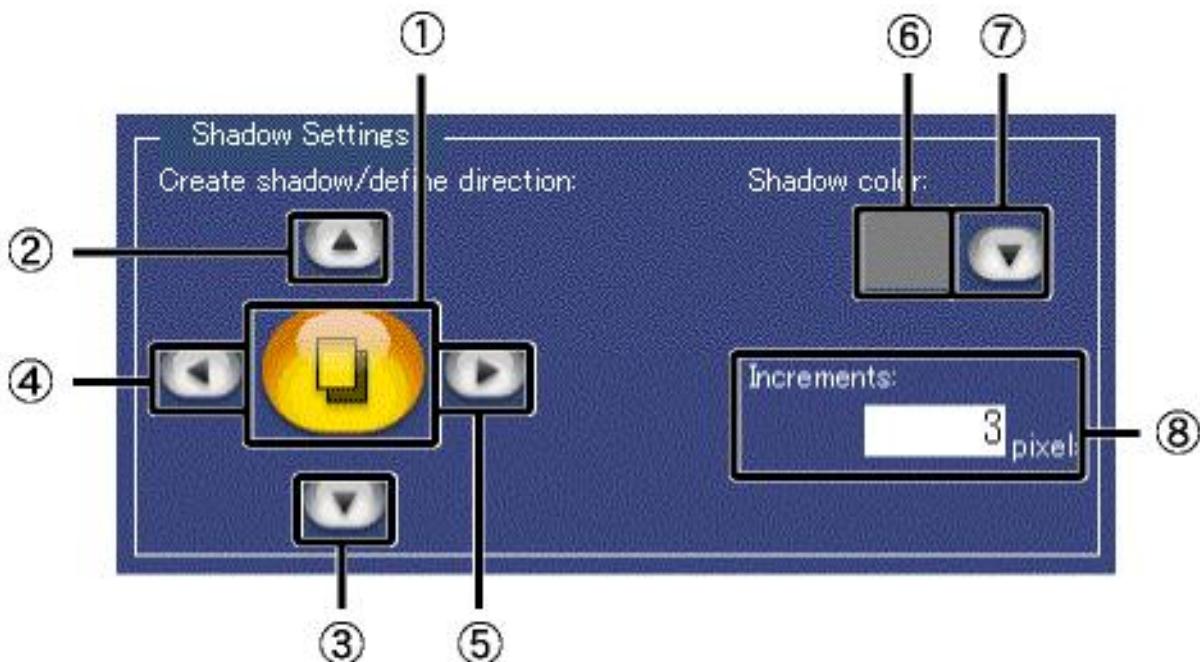


It is not possible to define a line pattern for shapes other than circles, squares, and rounded squares. Also, selecting no pattern (in the upper left hand corner of the pattern palette) will effectively get rid of any color settings.

The line pattern can't be defined when a polygon or a straight line is selected in the shape list.

⑥	Line	Click to define an outline to the shape.
⑦	Line thickness	<p>The line thickness can be changed by defining a numerical line point size.</p> <p>A value of '0' is invalid. To prevent the outline from appearing at all, set the value to 1 and set white as the color.</p>

■ Shadow Settings



①	Create Shadow button	Click to add a shadow to the figure.
②	Up	Click to move the shadow up.
③	Down	Click to move the shadow down.
④	Left	Click to move the shadow left.
⑤	Right	Click to move the shadow right.
⑥	Shadow color	Displays the color of the shadow.
⑦	Select color	Click to select the color of the shadow from the Color Palette .
⑧	Increments	This figure defines the distance the shadow moves each time you click the ② ③ ④ or ⑤ button.



Arranging image objects

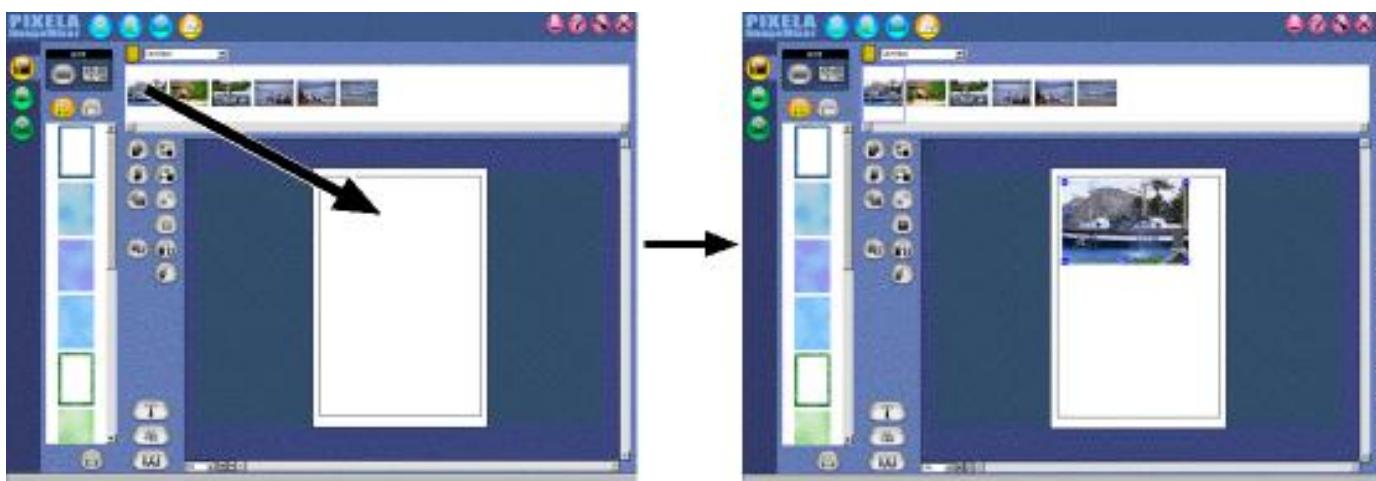
Using album files

1. Use the album menu and select an album which contains a file that you would like to include in your layout.

The selected album's thumbnails will be displayed in the thumbnail list window. **Only still picture thumbnails are displayed.**

2. Drag or double-click a thumbnail from the [Thumbnail list window](#).

The still picture associated with the thumbnail will appear in the layout as an image object.



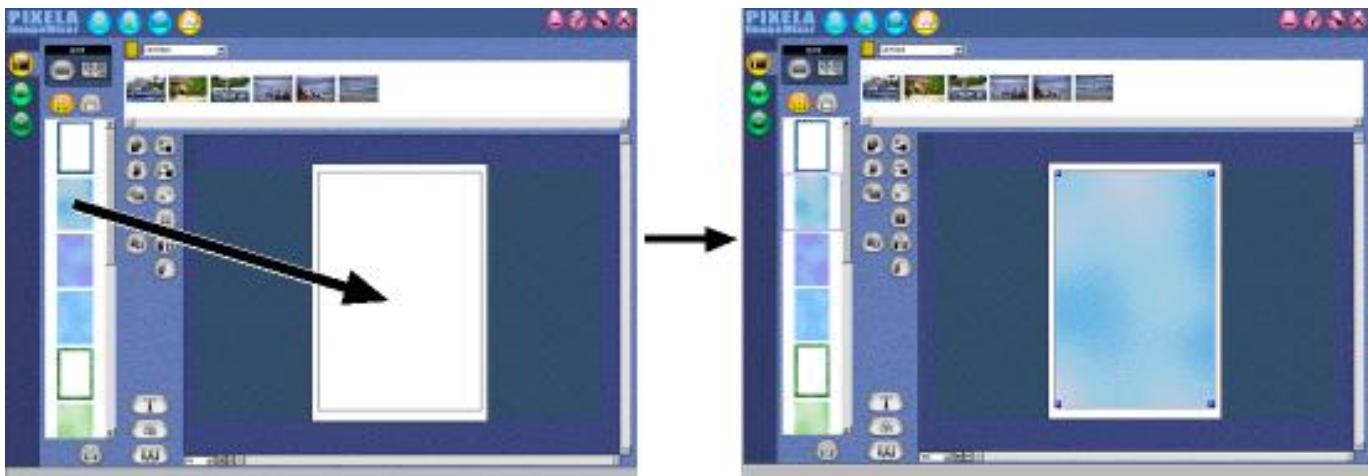
Using templates

1. Click the [\[Templates\]](#)  button or the [\[Custom Templates\]](#)  button.

2. Double-click the template you wish to use.

The selected Template will appear in the layout window.

In Windows, you can drag a template from the templates list window, as shown below.



Editing an image object

Double-click the image object you wish to work with or select it and click the

[\[Image Edit\]](#)  button to open the [Image Editor](#).



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Open the layout environment.

Display preferences

1. **Open ImageMixer.**



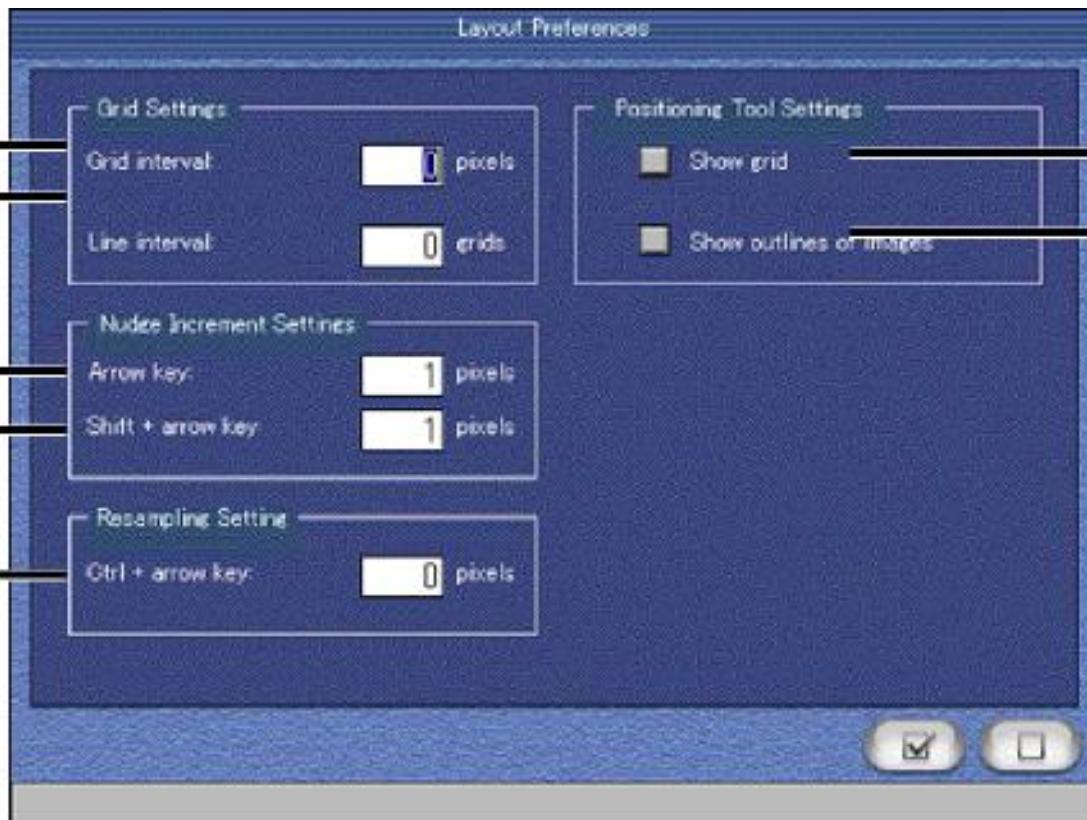
2. **Click the [Layout Environment]  button on the Main Selector to open the layout window.**



3. **Click the [Preferences]  button on the Selector Bar.**

The layout preferences window will be displayed.

Layout Preferences window



①	Gridline interval	Defines the number of pixels between gridlines. Unless 'Display grid' is checked, this setting is not recognized.
②	Partition line interval	Defines the number of gridlines between partition lines. Unless 'Display grid' is checked, this setting is not recognized.
③	Arrow key	Defines the distance an <u>object moves</u> each time the arrow keys are pressed.
④	Shift + Arrow key	Defines the distance an <u>object moves</u> each time the 'Shift' + arrow keys are pressed.
⑤	Ctrl + Arrow key	In Windows, defines the incremental <u>change to an object's size</u> each time the 'Ctrl' + arrow keys are pressed. In Macintosh, the 'Control' key is used in conjunction with the arrow keys.
⑥	Grid display	Check this box to display grid lines and partition lines in the layout window.

⑦

Outline display

Check this box to display only the outline of image objects in the display window.



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ImageMixer provides you with a variety of tools for editing still pictures. You can start from either the Album Environment or the Layout Environment.

Opening Image Editor

From Album Environment

1. [Open ImageMixer.](#)



2. Click the
- button on the [Main Selector](#) or [Mode Select Bar](#) to open the Album Environment.
3. **Select the thumbnail of the still picture you want to work with.**
Change album if necessary.



4. Click the [Image Edit](#)
- button.

From Layout Environment

1. [Open ImageMixer.](#)



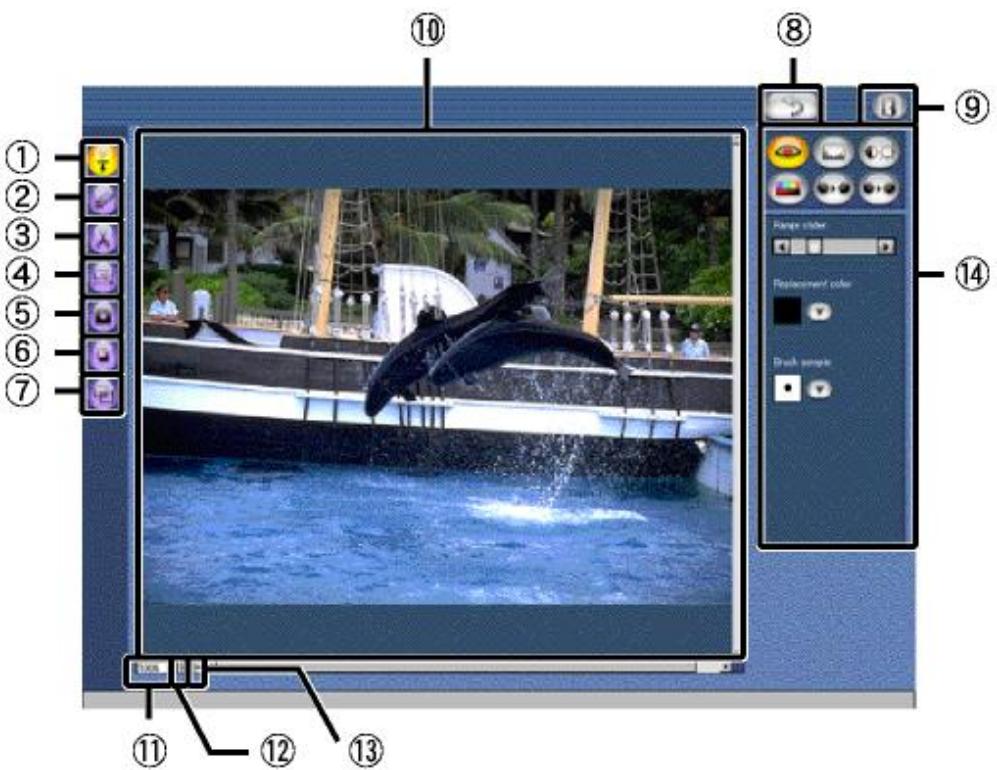
2. Click the [\[Layout Environment\]](#)
- button on the [Main Selector](#) or [Mode Select Bar](#) to start the Layout Environment.
3. [Start layout](#) (create a new layout or open a saved layout).
4. [Arrange a still picture](#) object in the layout area if necessary.
5. **Select the picture object you want to work with.**



6. Click the [Image Edit](#)
- button.

The same process can be repeated by clicking other picture objects.

Image Editor display



⑤ ⑥ and ⑦ will not be displayed when starting the Image Editor from the [Album Environment](#).

①	Filter Mode button	Click to change to Filter mode .
②	Draw Mode button	Click to change to Draw mode .
③	Crop/Rotate/Flip Mode button	Click to change to Crop/Rotate/Flip Mode .
④	Image Resizing Mode button	Click to change to Image resizing mode .
⑤	Mask button or Chroma Key button	In Windows, click to change to Mask mode . In Macintosh, this button will take you to Chroma Key mode .
⑥	Create Shadow button	Click to change to Create shadow mode . (Windows only.)
⑦	Blend button	Click to change to Blend mode . (Windows only.)
⑧	Undo button	Click to undo the previous operation.
⑨	Close button	Clicking this button will return ImageMixer to the Image Editor.
⑩	Editing window	Displays the image being edited.
⑪	Magnification	Indicates the present magnification (as a %) of the picture currently displayed in the editing window. In Macintosh, clicking here will display picture information.
⑫	Zoom In button	Click to increase the magnification of the picture currently displayed in the editing window.
⑬	Zoom Out button	Clicking here decreases the magnification of the picture currently displayed in the editing window.

⑯

Mode buttons

Editing tools are grouped into various 'modes' in ImageMixer. Click the mode that includes those tools you want to use to edit the picture currently displayed in the editing window.

⑯

⑯

⑯

and ⑯ are not displayed when in mode ⑯.



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Undo

Click  to undo the previous operation.

Tool bar (Macintosh Only)

Macintosh displays a tool bar in the upper portion of the Image Editor window.
This tool bar is only displayed when working within one of the editing modes.



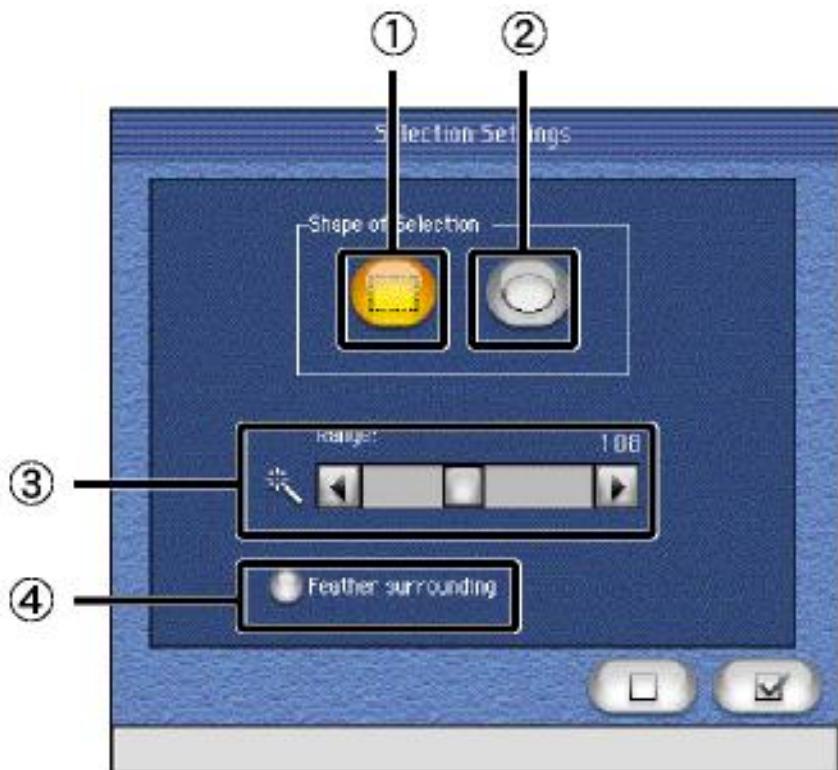
①	Select tool	Click to switch the mouse pointer to the selection tool. The shape of the selection area can be set by clicking ⑥.
②	Lasso tool	Click to switch the mouse pointer to the freehand selection tool.
③	Magic Wand	Click to switch the mouse pointer to the Magic Wand. This tool enables you to select entire areas connected by a common color, the range of which can be set by clicking ⑥.
④	Select All button	Click to select the entire picture.
⑤	Reverse Selection button	Click to select the area outside that portion of the image currently selected.

⑥	Tool options	Click to display the Tool options .
⑦	Copy button	Click to copy the selected area.
⑧	Cut button	Click to cut the selected area.
⑨	Paste button	Click to paste a cut or copied selection.

■ Tool options dialog box



Click the [Tool Options] button on the Tool bar to bring up the dialog box.

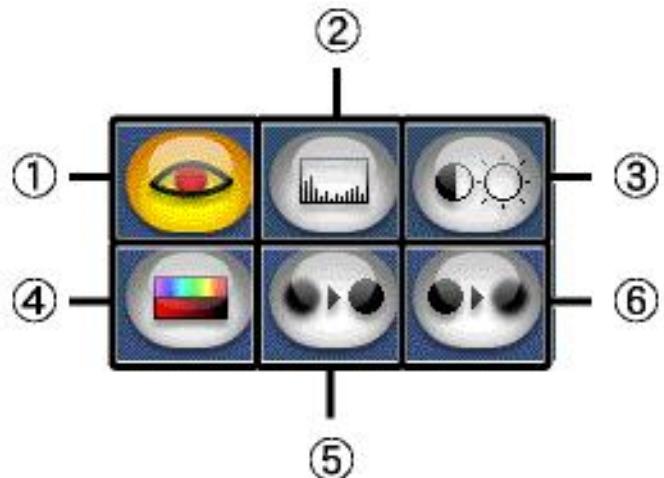


①	Rectangular selection	Click to enable the [Select] tool to use rectangular marquees.
②	Elliptical selection	Click to enable the [Select] tool to use elliptical marquees.

③	Selection range	Drag the slider to define the range of colors that may be selected with the [Magic Wand]  .
④	Feather Border	Blurs the edges of selected areas.



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①	<u>Red-eye Compensation</u> button	Click to compensate for photos in which the subject's eyes appear red.
②	<u>Auto Enhance</u> button	Allows ImageMixer to automatically enhance image quality.
③	<u>Brightness/Contrast</u> button	Click to control brightness and contrast.
④	<u>Hue/Saturation</u> button	Click to control color hue (tone), saturation and lightness.
⑤	<u>Sharpness</u> button	Click to sharpen the image.
⑥	<u>Blur</u> button	Click to blur the image.

Red-eye compensation

After setting the options, draw directly on the image displayed in the editing window.

① Range slider

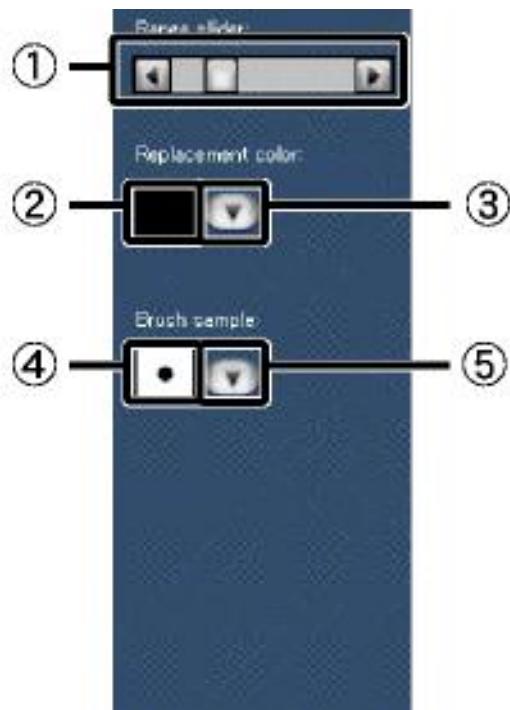
Drag the slider to specify the color range for red-eye compensation.

② Replacement color indicator

Displays the color you have chosen to replace red-eye areas.

③ Color Select button

Click to display the [Color palette](#) and select the replacement color.



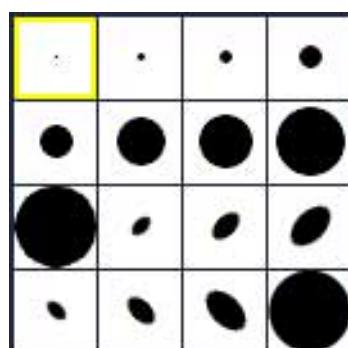
④ Brush type indicator

Shows currently selected brush type and size.

⑤ Brush Type Selector button

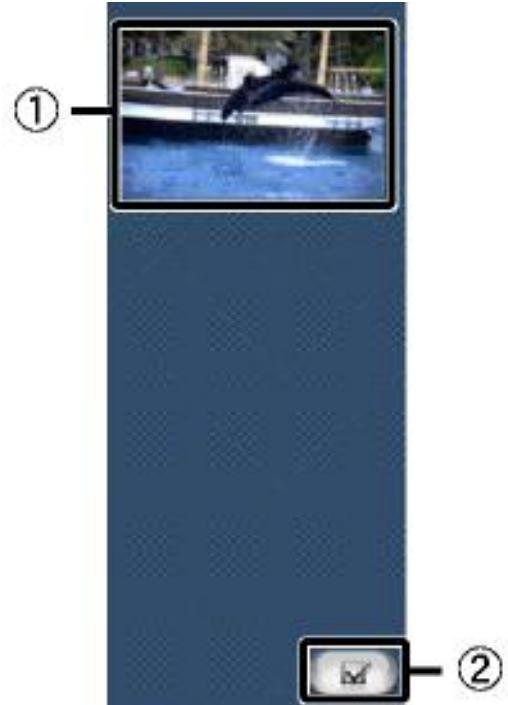
Click to display available brush types and sizes. (See below.)

There are slight differences in the brush types available in Windows and Macintosh.



Auto enhance

ImageMixer can automatically enhance the image quality of your pictures.



① Preview window

Displays a preview of the enhanced image.

② [OK] button

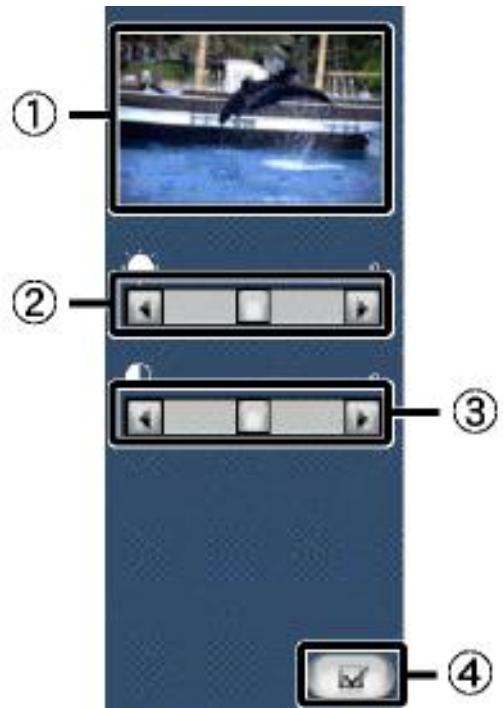
Click to execute auto enhancement of the image.

Brightness/Contrast

As you adjust these qualities by operating the sliders, the resulting picture will be displayed in the preview window.

① Preview window

Displays a preview of the altered image.



② Brightness

Drag the slider to adjust the brightness of the image.

③ Contrast

Drag the slider to adjust the contrast of the image.

④ [OK] button

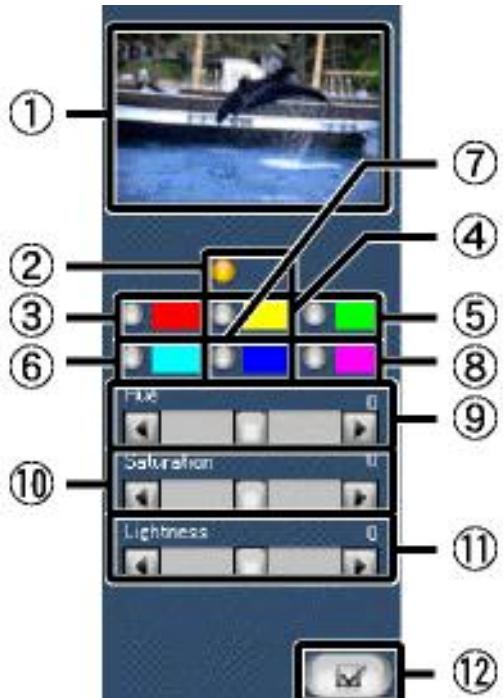
Click to apply the adjusted brightness/contrast.

Hue, Saturation

After selecting the color you want to adjust, drag the slider while checking the results in the preview window.

① Preview window

Previews the results of changes made to hue, saturation and lightness settings.



② All

Click to adjust the hue, saturation and lightness of all colors in the image.

③ Red

Select to adjust the hue, saturation and lightness of this color.

④ Yellow

Select to adjust the hue, saturation and lightness of this color.

⑤ Green

Select to adjust the hue, saturation and lightness of this color.

⑥ Cyan

Select to adjust the hue, saturation and lightness of this color.

⑦ Blue

Select to adjust the hue, saturation and lightness of this color.

⑧ Magenta

Select to adjust the hue, saturation and lightness of this color.

⑨ Hue

Drag the slider to adjust the hue of the selected color(s).

⑩ Saturation

Drag the slider to adjust the saturation of the selected color(s).

⑪ Lightness

Drag the slider to adjust the lightness of the selected color(s).

⑫ [OK] button

Click to apply the changes you have made to hue, saturation and lightness of colors in the picture.



Sharpness

Adjust by dragging the slider while checking results in the preview window.

① Preview window

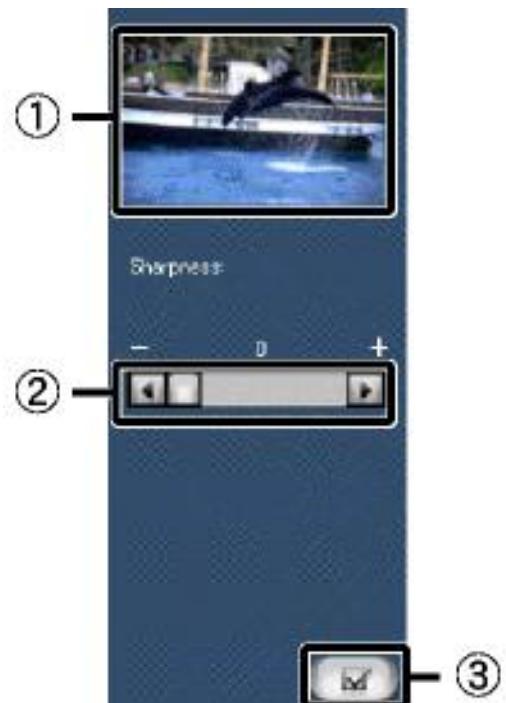
Displays the result of the sharpness setting.

② Sharpness

Drag the slider to adjust sharpness.

③ [OK] button

Click to apply the sharpness setting.



Blur

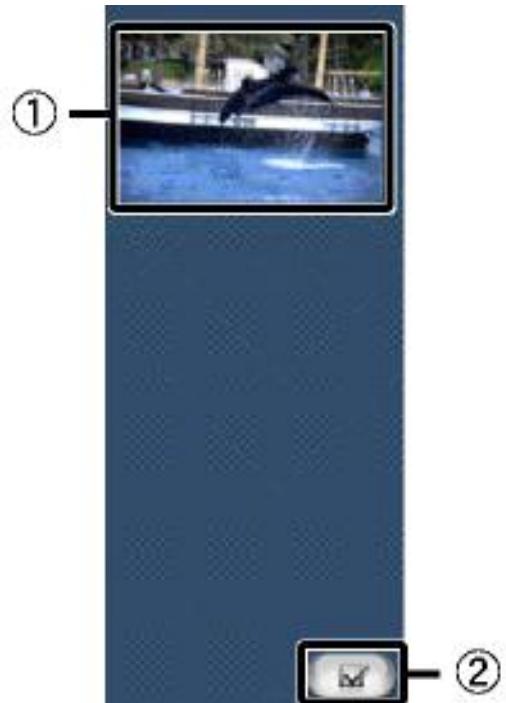
In Windows, ImageMixer will automatically blur an image. In Macintosh, a slider will be displayed. Drag the slider to control the blur.

① Preview window

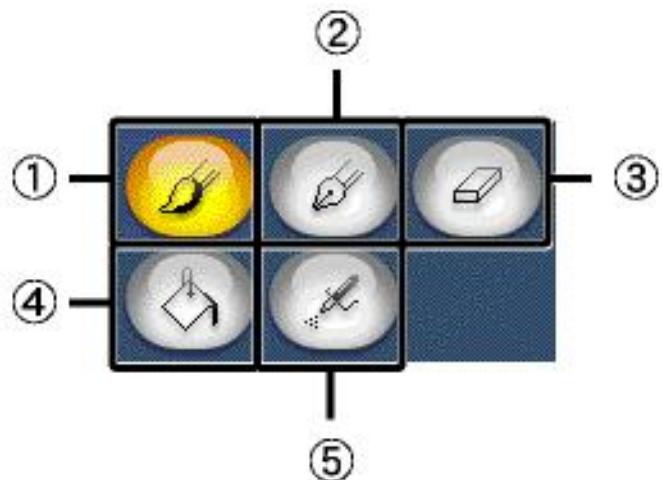
Displays the result of applying the blur filter.

② [OK] button

Click it to apply the blur filter.



After setting the tool options, use the mouse to draw directly on the image in the edit window.



①	Brush button	Click to draw with the brush.
②	Pen button	Click to draw with the pen.
③	Eraser button	Click to erase portions of the picture.
④	Paint button	Click to paint areas of the image according to a specified range.
⑤	Airbrush button	Click to draw with the airbrush.

Brush

① Brush color

Indicates the currently selected brush color.

② Color Select button.

Click to display the [Color palette](#) and choose a brush color.

③ Transparency

Indicates the currently defined transparency.

④ Transparency slider

Drag to define transparency.

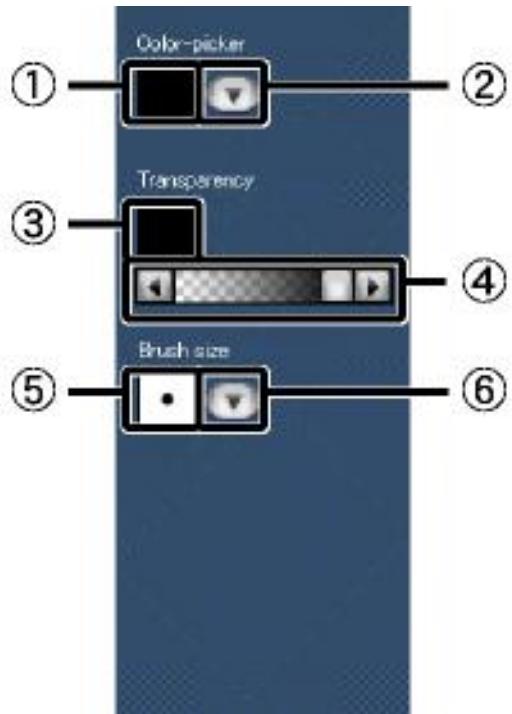
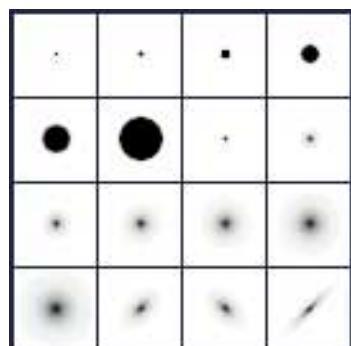
⑤ Brush type indicator

Shows currently selected brush type and size.

⑥ Brush Type Selector button

Click to display available brush types and sizes. (See below.)

There are slight differences in the brush types available in Windows and Macintosh.



Pen

① Pen color

Indicates the currently selected pen color.

② Color Select button

Click to display the [Color palette](#) and choose a pen color.

③ Transparency

Indicates the currently defined transparency.

④ Transparency slider

Drag to define transparency.

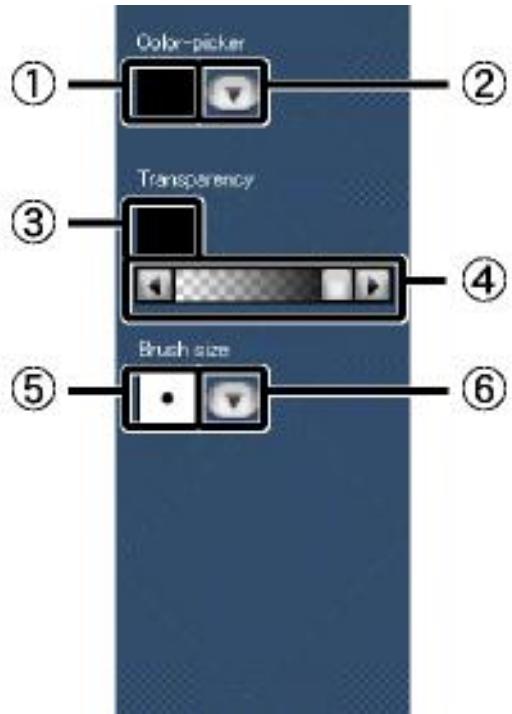
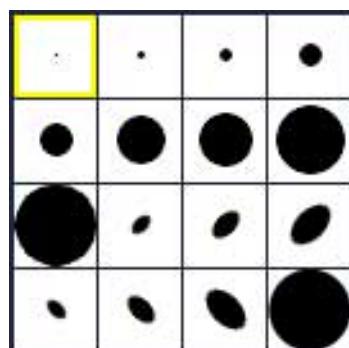
⑤ Pen style indicator

Indicates the currently selected pen style and size.

⑥ Pen Style Selector button

Click to display available pen styles and sizes. (See below.)

There are slight differences in the pen styles available in Windows and Macintosh.



Eraser

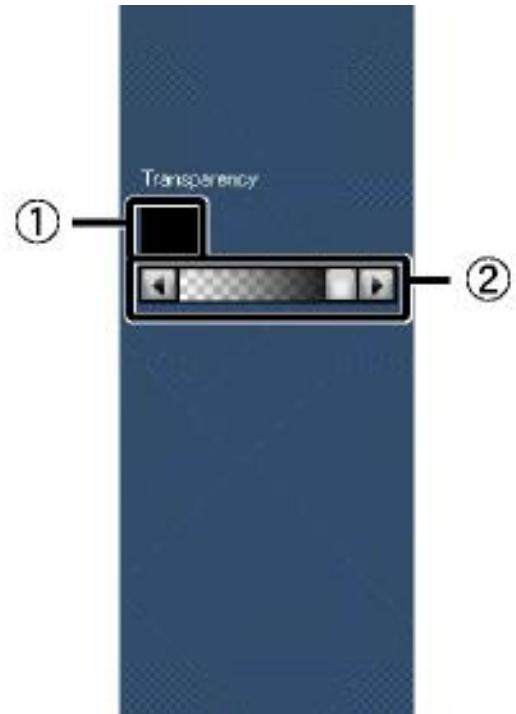
① Transparency

Indicates the currently defined transparency.

② Transparency slider

Drag to define transparency.

In Macintosh, you can also define the eraser size and color relative to the background picture.



Paint

① Paint color

Indicates the currently selected paint color.

② Color Select button.

Click to display the [Color palette](#) and choose a color.

③ Transparency

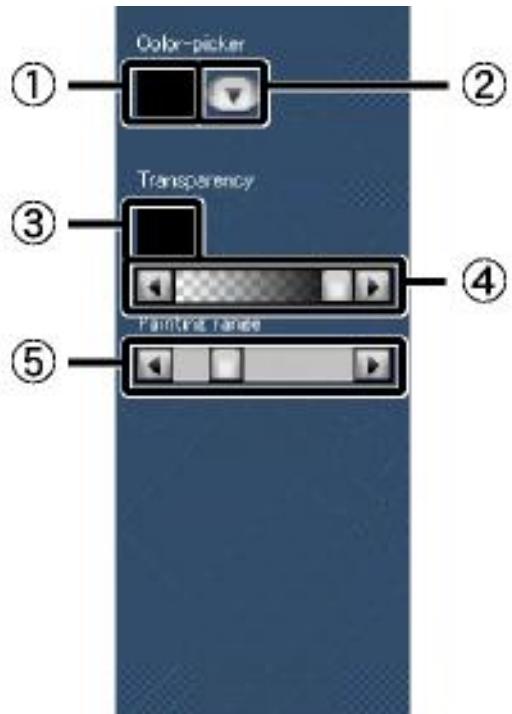
Indicates the currently defined transparency.

④ Transparency slider

Drag to define transparency.

⑤ Paint range

Drag the slider to specify the range.



Airbrush

① Airbrush color

Indicates the currently selected airbrush color.

② Color Select button.

Click to display the [Color palette](#) and choose an airbrush color.

③ Transparency

Indicates the currently defined transparency.

④ Transparency slider

Drag to define transparency.

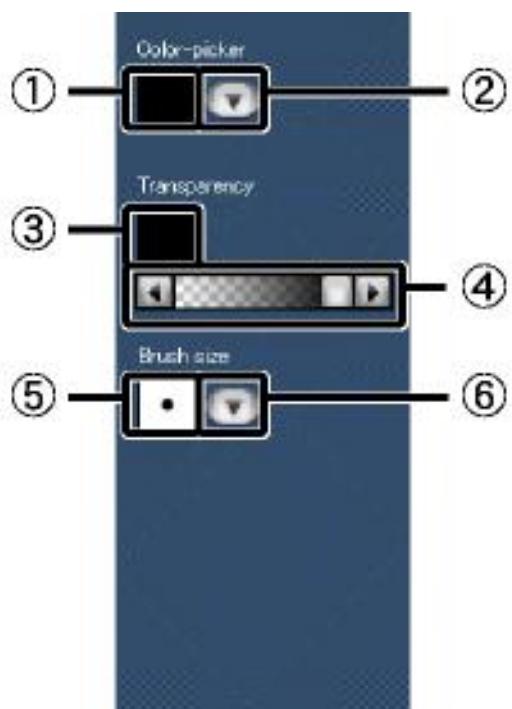
⑤ Airbrush type indicator

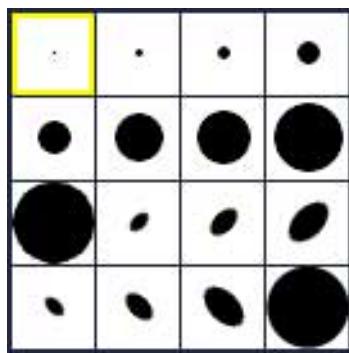
Shows currently selected airbrush type and size.

⑥ Airbrush Type Selector button

Click to display available airbrush types and sizes. (See below.)

There are slight differences in the airbrush types available in Windows and Macintosh.





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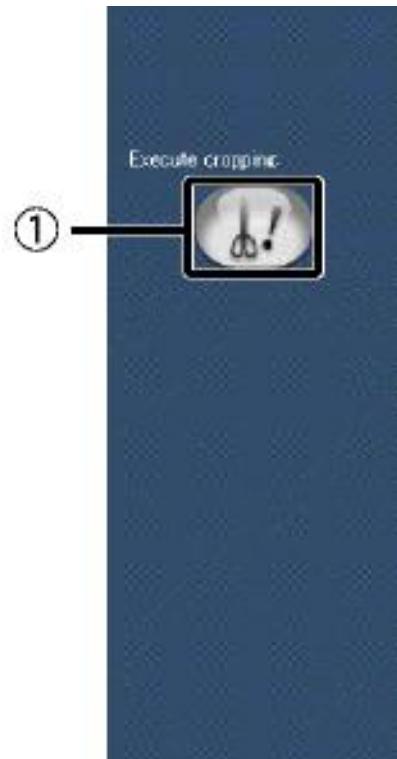


①	Crop button	Click to crop the picture. Specify the crop area by dragging the Control points displayed in the image edit window.
②	Rotate/Flip button	Click to rotate or flip the image.

Cropping

① Crop button

Click to crop image to the area defined by the rectangular box that appears on top of the picture in the image edit window. Drag the control points to enlarge or reduce the crop area.



Rotating/Flipping

① Rotate Counterclockwise button

Rotates the image counterclockwise 90 degrees.

② Rotate Clockwise button

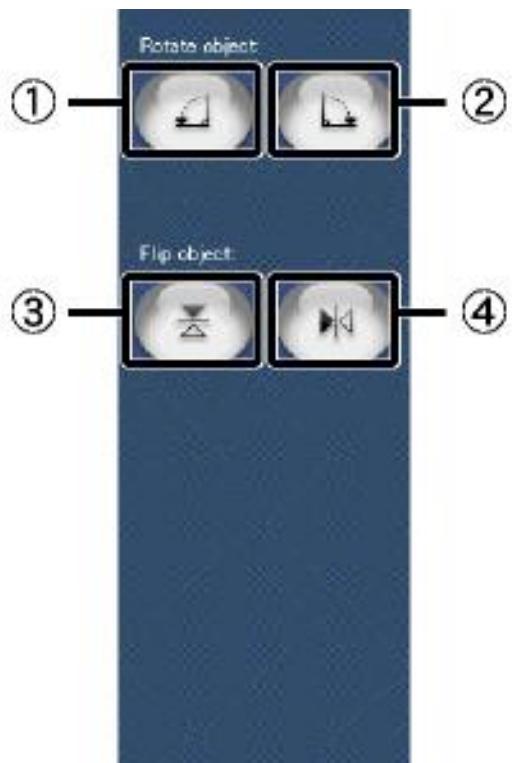
Rotates the image clockwise 90 degrees.

③ Vertical flip

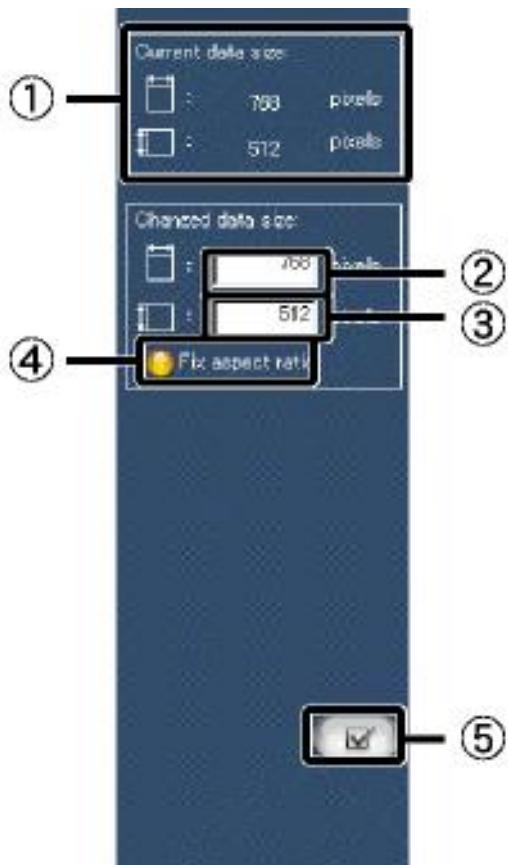
Flips the image vertically, along the horizontal axis with each click.

④ Horizontal flip

Flips the image horizontally, along the vertical axis with each click.



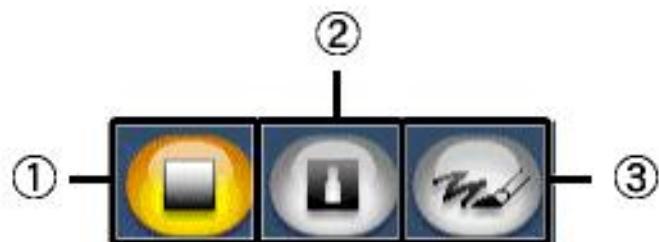
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①	Current image size	Displays the height and width (in pixels) of the picture currently displayed in the image edit window.
②	Width	Enter a value (in pixels) for the new width of the image.
③	Height	Enter a value (in pixels) for the new height of the image.
④	Lock aspect ratio	Select this option to maintain the original proportions of the image. When this option is selected, changing the value of the width will automatically change the height and vice versa.
⑤	[OK] button	Applies the new image size.

Masks allow you to apply certain limitations to the appearance of pictures by using stencils, changing the opacity (transparency) of the image, etc.

This mode is not available when opening the Image Editor from the Album Environment.



①	Gradation mask	Click to display a list of available gradation masks.
②	Stencil mask	Click to display a list of available stencil masks.
③	Drawn mask	Click to create a custom mask.

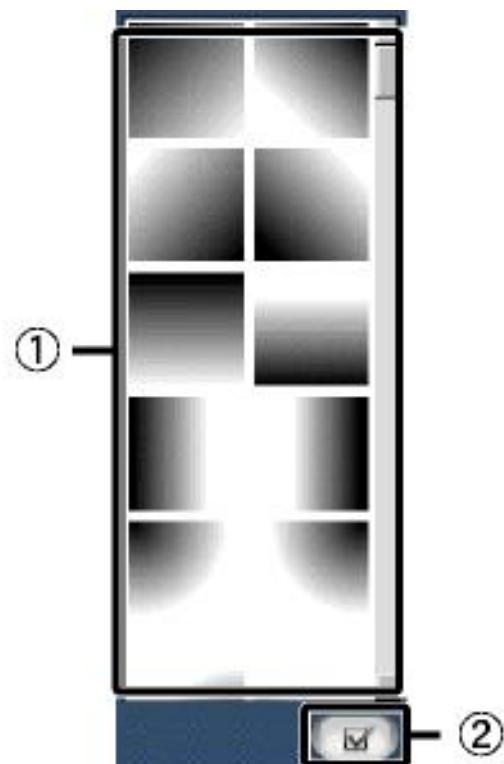
Gradation masks

① Gradation masks

Available gradation masks are listed here.

② [OK] button

Click to apply the selected gradation mask.



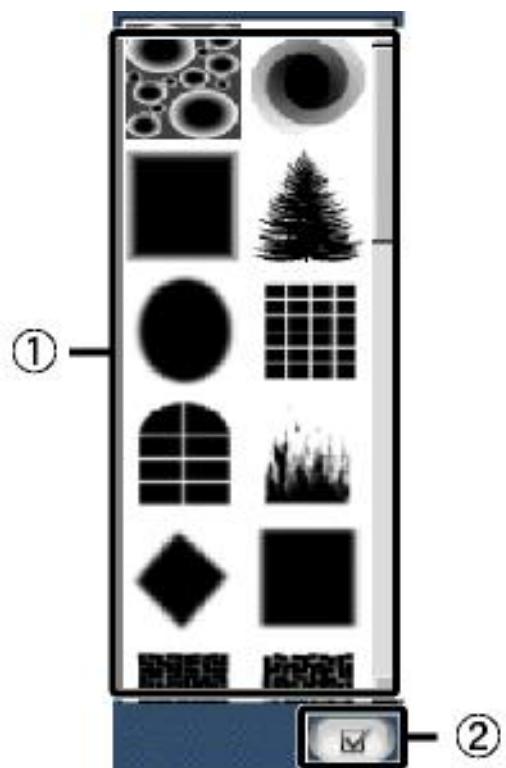
Stencil masks

① Stencil masks

Available stencil masks are listed here.

② [OK] button

Click to apply the selected stencil mask.

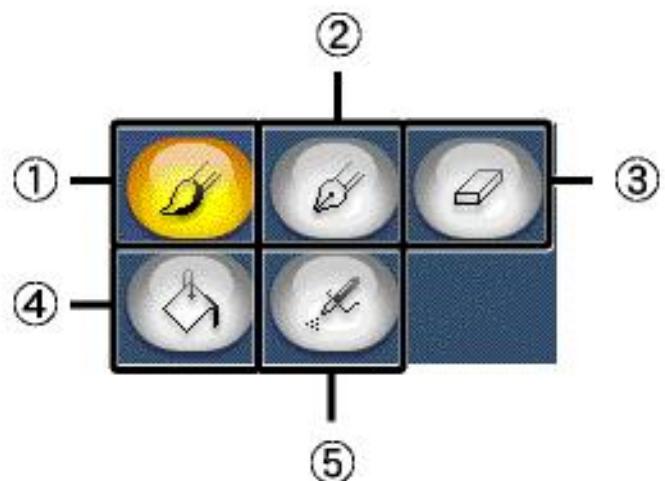


Drawn masks

After selecting a tool, use the mouse to draw your custom mask directly on the image in the editor window. Changes will be applied upon returning to the layout environment.

① Brush button

Click to draw a custom mask with the brush.



② Pen button

Click to draw a custom mask with the pen.

③ Eraser button

Click to erase portions of the custom mask currently being drawn.

④ Paint button

Click to apply a mask to the entire picture.

⑤ [Airbrush](#) button

Click to draw a custom mask with the airbrush.

Refer to [Draw mode](#) to see a description of each drawing tool.



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Applying a fixed blue tone to areas of an image will render it transparent upon returning to the Layout Environment.

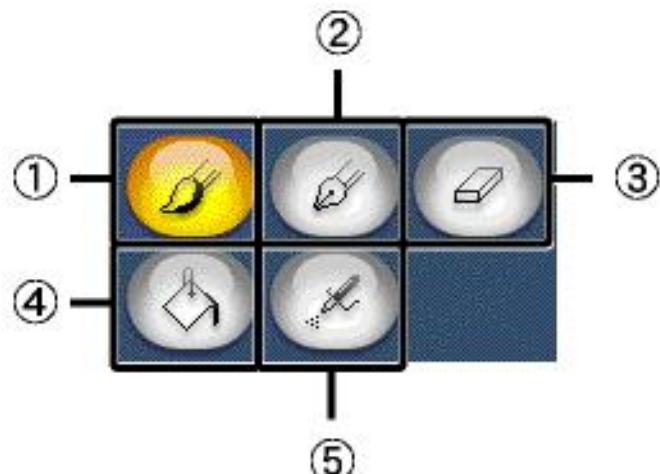
This mode is not available when opening the Image Editor from the Album Environment. Complete transparency cannot be achieved when drawing with the gradated brush or airbrush tool. Draw with the pen tool to achieve complete transparency.

① Brush button

Click to draw a custom chroma key area with the brush.

② Pen button

Click to draw a custom chroma key area with the pen.



③ Eraser button

Click to erase portions of the chroma key area currently being drawn.

④ Paint button

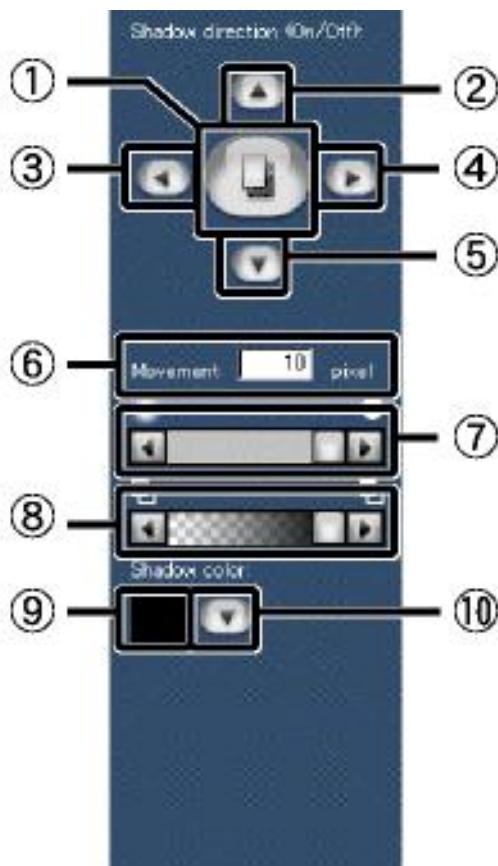
Click to apply chroma key to the entire picture.

⑤ Airbrush button

Click to draw a custom chroma key area with the airbrush.

Refer to [Draw mode](#) to see a description of each drawing tool.

This mode is not available when opening the Image Editor from the Album Environment.



Set ⑦ ⑧ ⑨ and ⑩ before clicking ①.

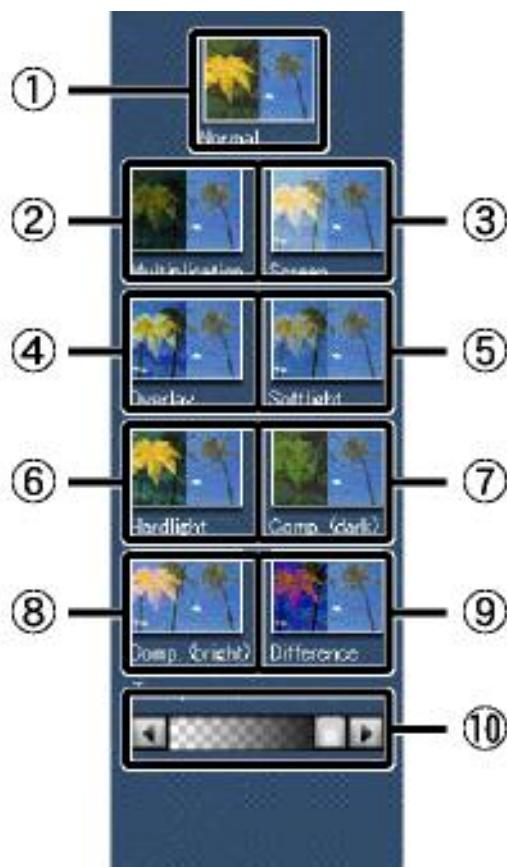
①	Create Shadow button	Click to create a shadow. Clicking this button applies qualities defined in ② ③ ④ ⑤ and ⑥.
②	Up button	Moves the shadow up one increment, which is based on the predefined number of pixels.
③	Left button	Moves the shadow left one increment, which is based on the predefined number of pixels.
④	Right button	Moves the shadow right one increment, which is based on the predefined number of pixels.
⑤	Down button	Moves the shadow down one increment, which is based on the predefined number of pixels.

⑥	Increment	The numerical value entered here specifies the distance (in pixels) the shadow moves each time ② ③ ④ or ⑤ is clicked.
⑦	Gradation slider	Drag to adjust the gradation of the shadow.
⑧	Transparency slider	Drag to specify the transparency of the shadow.
⑨	Shadow color indicator	Indicates the currently selected shadow color.
⑩	Color selector	Click to display the Color palette and choose a color for your shadow.



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This mode is not available when opening the Image Editor from the Album Environment.



①	Normal	Click to display or revert to the unaltered picture.
②	Multiply	Click to darken the pixels of the foreground image depending on the color of the background image.
③	Screen	Click to lighten the pixels of the foreground image depending on the color of the background image.
④	Overlay	Multiplies or screens the colors of the foreground image depending on the color of the background image.
⑤	Soft Light	The pixels of the foreground image will be lightened if they are 50% brighter than the pixels of the background image, or darkened if they are 50% darker than the pixels of the background image.

⑥	Hard Light	The pixels of the foreground image will be lightened if they are 50% brighter than the pixels of the background image. Black and white pixels remain unchanged.
⑦	Darken	Displays only the parts of the foreground image that are darker than the background image.
⑧	Lighten	Displays only the parts of the foreground image that are lighter than the background image.
⑨	Difference	Subtracts the foreground color from the background color, or vice versa, depending on which has the greater brightness value.
⑩	Transparency slider	Drag the slider to specify the transparency of the picture.

